

SONIC™ THE HEDGEHOG



Adventure



Gamebook



Metal City Mayhem

James Wallis

FANTAIL BOOKS

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For Simone

Introduction

This is not a normal book, it's a gamebook. You don't read through it like a normal book, starting at the first page and ending with the last. Instead, *Metal City Mayhem* lets you decide how Sonic and Tails will solve puzzles, collect rings, defeat their enemies, release their friends, and put an end to the sinister schemes of Dr Robotnik. If you make the right choices, they'll win. If you make the wrong choices – well, that's too horrible to think about.

Before you start playing the game, read through the simple rules on the next few pages. The rules are almost exactly the same as the ones in the other Sonic gamebook, *Zone Rangers*, so if you've played that you will know how to play this. You will also need one ordinary die, and a pen or pencil.

Playing the game

In *Metal City Mayhem*, you help to guide Sonic through the action. Every so often Sonic and Tails will need advice on what to do next, and you choose what they should do. Their adventure will succeed or fail depending on your choices.

The book is divided into three hundred sections, each one with a number. The first one is 1, the last one is 300 but you don't read through them in order. Instead, each section ends with several different things that Sonic and Tails could do next, and a number for each

one. Once you have decided what you want Sonic and Tails to do, turn to the section with that number and read it. Keep doing this until you have either finished the adventure, or failed along the way.

Before you start, you have to decide how good Sonic is at doing certain things. Everybody knows that he's very fast and very cool, but do you know exactly how cool, or how fast? This is your chance to decide.

If you turn to page 12, you will find Sonic's *Vital Statistics* sheet – a list of Sonic's abilities, what he is carrying, how many lives he has left, how many rings he has collected, and a few other things. Tails doesn't have a sheet of his own; in this book his abilities are the same as Sonic's.

In the centre of pages 12–13 are Sonic's (and Tails's) abilities. There are six of these: Speed, Strength, Agility, Coolness, Quick Wits and Good Looks. Beside them is a description of the ability and a box, which is empty at the moment.

Read the descriptions of Sonic's abilities, then choose the one that you think Sonic is best at; write a '5' in that box. Put a '4' in the next best, a '3' in the third best and '2' in all the rest. The different numbers show what Sonic's strengths and weaknesses are.

Doing Things

Some sections of the book will ask you to roll on one of Sonic's abilities against a particular Difficulty

Number. This means that you should roll one die, add the number you've written by that ability, and compare the total to the Difficulty Number. If your number is equal to or higher than the Difficulty Number, Sonic has succeeded (yes!). If your number is lower, Sonic has lost (oh no!). Follow the instructions in that section to find out what happens next.

Fighting

Sonic also uses his abilities to fight his enemies. Sometimes defeating them is so easy that you won't have to roll, but at other times you'll be told to roll combat against one of Sonic's abilities. It can be any of them, depending on the enemy and the type of attack they use.

All of Sonic's enemies have a rating, which is a number between five and ten. To fight them, roll one die and add it to the ability Sonic is using in that fight – the section will tell you which. If Sonic rolls higher or equal to the enemy's rating, the enemy is beaten (pow!). If not, the enemy has a chance to strike back against Sonic. Roll one die and add it to their rating. If the result is more than 10, Sonic has been hit (ouch!). If Tails is fighting alongside Sonic, Sonic gets to add three points to his attack roll.

When Sonic is hit by an enemy or a trap, one of two things can happen. If he is carrying any rings, he loses them all and must try to get past the enemy or trap again. If he is not carrying any rings (because he hasn't found any yet, or because he hasn't picked any up

since the last time he was hit) he loses a life, and has to go back to earlier in the adventure to try again. The section will tell you where to turn.

Lives

Sonic starts the book with three lives, the same as in the game. If he loses them all, he has failed and must start again from the beginning. If Tails is trying to do something and loses a life, one of Sonic's lives is lost — Tails has no lives of his own.

There are two ways to get extra lives. Firstly, Sonic can find them concealed along the route of his adventure. Secondly, if he can collect more than 100 rings, he gets an extra life.

Carrying Stuff

Sonic starts the game carrying a few items. The book will tell you if and when he can use these. He and Tails may also pick up new items along the way, or lose some in the course of the adventure. Always write any new items down on Sonic's *Vital Statistics* sheet, and cross off the ones he and Tails don't have any more.

Throughout the adventure, Sonic and Tails will find and collect gold rings, which work the same way as rings do in the video game: they protect our heroes from hurt, help them get extra lives, and may let them enter a special bonus zone. When you finish the adventure, your score is the number of rings that Sonic has. Challenge your friends to see who can collect the most!

That's everything you need to help Sonic and Tails through the perils that await them in the metal city, Robotropolis. Now turn to Section 1 and read on.

SONIC'S VITAL STATISTICS

SPEED



Sonic's really fast. His training and his special shoes make him the fastest there is, and he loves the feeling of speed. But that can lead to trouble. Sometimes he's going so fast he doesn't notice things, or can't see when he should stop – or even can't stop and collides with things.

STRENGTH



Sonic's pretty tough and he knows it. He can run all day and smash Robotnik's traps just by bouncing on them. But he relies on his strength too much and doesn't always think about problems – it's much easier to bounce on them. That attitude can put him in dangerous situations.

AGILITY



Sonic's a natural gymnast. Climbing, jumping, swinging, swimming, diving, exploring – he can do it all, and he loves to show off his abilities by exploring and going where his friends can't. But he must be careful; just because he can get into some places doesn't always mean he can get out again.

COOLNESS



With those spikes and that attitude, how can Sonic be anything but cool? But he's cocky as well, and thinks he can do things he can't. And sometimes he'd rather have fun than do something important that has to be done.

QUICK WITS



When something happens, Sonic's always the first to react to it. But he doesn't like hanging around and hates waiting for things – or people. Sometimes that means he's not preprepared for what might happen next.

COOL LOOKS



Sonic looks good, and he knows that when he meets people, if he's charming and polite, he can wow them. But he is a bit vain; he takes care of his appearance and doesn't like doing things that'll mess up his spikes or his trainers.

LIVES LEFT:



RINGS:

EGG-O-MATIC HITS:

SONIC'S STUFF

(Equipment, gadgets and stuff that Sonic will collect in his adventures)

Red trainers

Sega Game Gear

Botman cartridge



1

It's a quiet afternoon in the Green Hill Zone. The only sounds are the breezes rustling the leaves of the trees, the splashing of the waterfalls, some strange clanking noises in the distance, and a series of small electronic bleeps, crashes and explosions as Sonic the Hedgehog sits on a rock, playing *Botman* on his Sega Game Gear. He borrowed the *Botman* cartridge from his piggy friend Porker Harris this morning, and has been playing it all day without a break. He's almost finished it as well, except that he just can't work out how to beat the huge Technobot at the end of Level Six. Whatever he tries, the Technobot stomps on him every time. Eventually Sonic's stomach rumbles and he realizes that he hasn't eaten since breakfast. He switches the Game Gear off, grabs a burger with large fries from his metal sandwich box and tucks in.

Five minutes later he's finished but hasn't come up with any good ideas about the Technobot except for one: asking Porker Harris what to do. Porker's the only one in the Green Hill Zone who has finished the game. It took him six weeks – pig's trotters aren't too good for controlling a Game Gear – but he did it in the end, and that means he must have beaten the Technobot. Sonic is almost too proud to go and ask his friend's advice, but Porker is a good friend and besides, it's only a video game, not the end of the world.

Sonic stands up, puts his Game Gear in his sandwich box and sprints off through the Green Hill Zone to

look for Porker. The zone is still littered with a lot of the junk that Dr Ivo Robotnik left here after the last time he tried to take over the world, but the spikes, springs, smashed robots and traps are all rusting and falling apart, with grass and bushes growing over them. The place is a mess, but it's Sonic's home and he's fond of it.

There's no sign of Porker anywhere. As Sonic stops and looks around him he realizes that he can't see any of his other friends either. The whole zone seems deserted and silent, with no birdsong or sounds of animals at play. Even the waterfalls seem quieter and, strangest of all, the background music has stopped completely. It's very eerie, and Sonic begins to get an uncomfortable prickly feeling down his back that has nothing to do with his spikes. He comes round the edge of one of the cliffs – and stops. In front of him is a scene of destruction. Trees have been uprooted, bridges smashed, and huge scars carved into the earth. And still there is no sign of anyone, or any movement. What's going on?

Sonic turns around and looks out of the pages of the book, straight at you. 'Hey, pal,' he says, 'it's good to see you. You're supposed to be the one with the bright ideas round here. What do you think I should do?'

If you think Sonic should search the torn-up area for a clue about where his friends might be, turn to section **66**. If you think he should find some of Dr Robotnik's

old devices and try to use those to help him, turn to section **119**. But if you think he should stop rushing around and spend a while thinking about the problem, turn to **173**.

2

Sonic dashes round the corner at high speed, and straight into the path of the thing in the road. His first guess is that it's some kind of giant gold hedgehog, possibly a cousin of his, because it's covered in spikes and spines and pointy bits. Then most of the pointy bits swivel towards him, and he realizes that they're not spines, they're guns. Big ones. Pointed at him!

Bullets, shells, energy bolts, laser beams and death-rays rip through the cloud of dust where Sonic was standing a moment ago – but the hedgehog has dodged just in time. The guns on the huge robot track his movement and fire again, singeing his spikes and demolishing a pair of giant cogs that were standing nearby. The robot keeps firing, hardly letting Sonic stop for breath; its reactions are incredibly fast and it's a pretty good shot too.

'Let me at it!' pants our hero. 'I'll pound it into gold leaf!' Do you let Sonic attack (turn to **180**) or try to stop him (turn to **150**)?

3

Sonic hides behind the computer desk, and waits. After a few minutes the door opens and a bronze robot comes in. Sonic tries to dash out through the door but

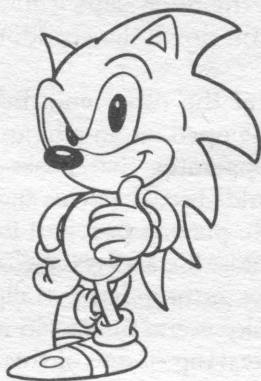
it closes before he can reach it. The robot ignores him and goes to the computer. It types something into the keyboard, and an odd purple ray emerges from the strange device on the ceiling, covering the robot. The room fills with a strange humming sound which then dies away again, and a second later new robots step out of each of the compartments. Two of them are bronze, three are silver, and one of the silver ones is holding a keycard. Sonic is tempted to try to grab it but he doesn't fancy fighting six robots at once! The robot pushes the card into the slot and the six robots walk out. The door slides shut behind them. Sonic has a bad feeling about this. He can examine the compartments and the computer (turn to **209**) or try to operate the controls (turn to **45**).

4

Tails takes a deep breath and turns turtle, diving through the hot water towards the bottom of the pool. There are a number of small black objects lying there, and a larger, round one. Tails looks at one of the small objects, and recognizes it as a cartridge, like the ones plugged into the robots' chest-sockets. He picks up one that has just been dropped into the pool and is drifting towards the bottom, and nearly drops it – it's very hot! Aha! That must be why they're dropping the cartridges here – to cool them down – and also why the water is so hot. Tails looks at the cartridge, which has the word *Ren-egg-ade* printed on it, and grabs two (write them on Sonic's *Vital Statistics*). Nearby is the large round object. This one seems fixed to the bottom of the pool. Tails stares at it until his

lungs are bursting for air, and then he shoots back up to the top. As he surfaces and draws in a fresh lungful of oxygen he realizes what the thing must be – the plug for the pool! Pull it and the water will drain out.

He treads water for a moment, just long enough to throw one of the *Ren-egg-ade* cartridges to Sonic who is still waiting in the tunnel. He's thinking quickly what he should do next. Does Tails dive back down to pull out the plug (turn to 277), does he put this new cartridge into one of the guard robots (turn to 174) or does he make one last attempt to climb out of the pool (turn to 89)?



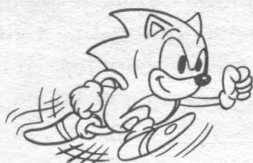
5

The two Sonics smash together with incredible force. All you can see is a blue blur of whirling limbs. Muffled thuds and oofs can be heard as the two pound

aircraft, just big enough to carry a streamlined hedgehog. Sonic hops on and the aerobot zooms off into the

each other into submission. Finally the ruckus quiets

sky. There's a small control pad just behind the aerobot's head, just like the control pad on a Sega Game Gear. Sonic knows how to use one of those but he's never flown a robot before, and at his first try the robot zooms all over the sky, almost throwing him off. Roll against Sonic's Coolness, to beat a 6. If he makes the roll, turn to **87**. If he doesn't make it then he panics; turn to **238**.



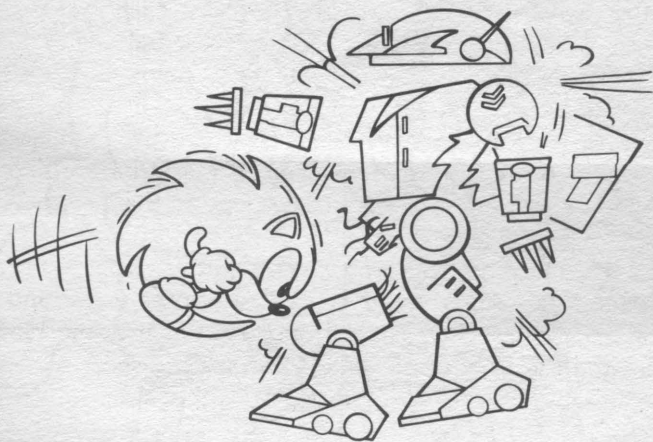
Sonic realizes that there's no time to waste and rushes straight into the fight, leaping into the air and rolling himself into a whirling blur of spikes for a super-sonic spin attack. These robots each have a rating of 5 and Sonic will be using his Speed ability to fight them (Tails is too exhausted to help). Roll one die, add Sonic's Speed; if the result is 5 or more the first robot is smashed. If it's less than 5, Sonic has missed and the robot gets a chance to fight back: roll a die, add the robot's rating and if it's more than 10 then Sonic has been hit. If Sonic is hit, he'll lose any rings he's carrying but can carry on fighting. If he's not carrying any rings when he's hit, he loses a life and you must turn back to section **147**. Once Sonic has defeated the first robot, he must attack the second one in the same way. Once both robots are beaten, turn to **222**.

8

The box has ten cartridges in it, all labelled *Pter-egg-dactyl*. Sonic stuffs them in his pocket – they might be useful (write them on his *Vital Statistics*). Now turn back to **250** to choose another item or, if you already have two, turn to **165**.

9

The robots ignore Sonic as he peers at them. They are all working on the computer system: soldering new circuit boards; inserting new memory chips; or plugged directly into the machine itself. They all have cartridges marked *Egg-and-Chips*. Normally Sonic would grab one of the cartridges, but he knows that a robot without a cartridge will attack and, with all the electrical stuff in this room, that could be really dangerous. None of the robots have keycards. Sonic can either inspect the door (turn to **232**) or the big computer display (turn to **139**).





10

Sally looks at the blue hedgehog with surprise. 'Well,' she says, 'I'm surprised that you'll admit you need my help. It shows you're a true hero, you know – knowing your own limits. Of course I'll help you.'

They reach the bottom of the crane. Flicky is still hanging in his cage way above them. Sally gives Sonic a quick lesson in how to climb – how to decide which handholds and footholds are going to support him, how to balance his weight properly and, most importantly, to take the climb slowly and carefully. Then the two of them set off up the crane, Sally going first and shouting advice to Sonic. It's a long climb but they finally reach the top, and walk carefully along the crane's arm to Flicky's cage. It has a trapdoor in the top and Sally climbs down the rope to it and undoes the door. Flicky flutters out, very grateful at being released. While the three of them are on top of the crane, Sonic can use the time to look out over the city. Which way does he look?

Towards the gates?

Turn to 292

Towards the large star-shaped
building?

Turn to 171

Looking for Robotnik?

Turn to 64

11

The walls are studded with big rivet heads and bolts, so once Sonic has swum through the air to one of them, he finds it easy to climb along it towards the door – much easier than climbing buildings, and he

can move fairly fast. As he's crawling along from rivet to rivet, Sonic notices a large lever on one of the other walls. There's no hint about what it might do, but it's not too far out of his way. Does he head towards it and pull it (turn to **48**) or swim through the air towards the door (turn to **230**)?

12

The silver robots are so tightly packed that Sonic realizes the only way to defeat them is to spin and bounce from one to another, landing on each one's head to smash it. He takes a short run-up and springs into the air . . . Sonic will have to defeat three robots to escape this way, using his Agility. The silver robots look tougher than the bronze ones but they're not too good at dealing with attacks from above, so their rating here is only 6 each – Sonic will fight them one after another. If Sonic wins, turn to **176**. If he loses his rings, turn to **252**. If he loses a life, turn back to **201**.

13

The ribbon cable doesn't look dangerous, but Sonic's not too keen on tearing it in half in case of electric shocks. Instead he takes hold of it close to where it connects to a machine outside the force-field and pulls, hard. The end pops out of the machine, and the force-field flickers and dies away. A single gold ring pops out of the machine, and Sonic catches it (add it to his total). Turn to **117**.

14

Sonic plugs the *Eggs-terminate* cartridge into his Game

Gear and switches on. The screen doesn't show any title sequence or game, just a short computer program. It's pretty simple:

FIND TARGET

IF TARGET = ROBOT THEN IGNORE

IF TARGET IS NOT ROBOT THEN GOTO TARGET AND DELETE TARGET

'That looks pretty simple,' Tails says, reading over Sonic's shoulder.

'Yeah,' says Sonic. 'But pretty hard to beat. And silver robots look like they're better fighters than the bronze ones. We better watch out.' If Sonic and Tails explore their cell, turn to **158**. If they try to climb back up the metal chute, turn to **284**.

15

The blow knocks Sonic over and he falls to the ground. The silver robots raise their arms to strike at his defenceless head – when suddenly they have no arms. No heads either. Sonic ducks as he feels a particle beam crackle through the air above him, singeing his spikes. It looks like the gold robot's woken up! Its engine roars into life and, treads spinning, it skids across the metal ground towards Sonic, levelling its guns towards him. Can the hedgehog escape? More importantly, can he make the robot chase him back to the star-shaped building? Roll against Sonic's Speed, to beat a 10. If you succeed, turn to **237**. If you fail, remember how many points you failed by and turn to **278**.

16

The city gates are just as vast as the last time Sonic saw them. They're also just as closed. Sonic notices that the walls on the inside aren't vertical; they're at a slight slope, like a very steep ramp. If Sonic wants to sprint up the walls, trying to get out, turn to section 72. If he wants to run over to the big star-shaped building he saw earlier, turn to 193. If he wants to look for his other friends in the city, turn to 257.

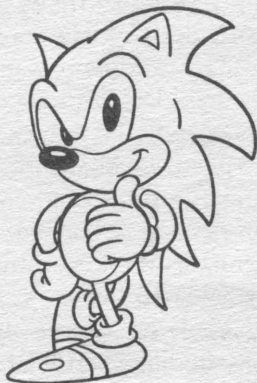
17

Sonic holds onto the device, hoping it might carry him away from the oncoming horde of aggressive automatons. It gets hotter, and the humming gets louder. Sonic feels the spikes on his back beginning to prickle and stand on end. Suddenly there is a huge flash of light and a burst of noise. Sonic is thrown across the room, charred to a crisp. The lightning attractor has done its job – it attracted a bolt of lightning to whatever it was touching, which in this instance was our hero! Sonic loses a life, and must turn back to 250.

18

Dancer is securely tied to the conveyor belt. After a couple of seconds Sonic realizes that the knots are too much for him, so he grabs the ropes and pulls with all his might. The bonds snap, and Dancer is free! There is a horrible grinding noise from inside the machine and a large hatch opens at the side. Sonic watches with horror as something emerges – it's a big bronze robot, and it looks frighteningly like the rabbit who disap-

peared into the machine moments ago, only covered in spikes and rivets. It lunges for Sonic, who must fight this rab-bot, whether he wants to or not, using his Agility and being careful not to put a foot on the floor. The rab-bot's rating is 6. If Sonic wins, turn to **112**. If he loses a life, turn back to **123**.



19

Sonic decides he's had enough of being a target, grabs the nearest drainpipe and slides down it, *fireman-style*, to the bottom of the building. 'Now I understand what people mean,' he says out loud, 'when they say it's tough at the top.' Sonic can try to smash through the wall of the building with the Zap Cannon on it (turn to **204**); if he learned how to climb from Sally Acorn he can try climbing it (turn to **52**); or if he has a *Pter-egg-dactyl* cartridge he can find a silver bot and plug it in (turn to **6**). Or he can go and see if he can find the gold robot by the city gates (turn to **113**).

20

Sonic's beaten the Egg-o-matic before, but never in such foul conditions. The metal under his feet is slippery with rain; he's tired; and Robotnik's machine is armed with a fearsome weapon. This is going to be one of the greatest battles of his life!

Sonic knows that Robotnik's new, improved Egg-o-matic takes 8 hits to destroy. He may have already hit it a few times during his adventures in Robotropolis – you will have been told to write these hits down on his *Vital Statistics* sheet. To attack Robotnik, Sonic must roll on his Speed, to beat a 7. If he manages it, the Egg-o-matic takes a hit – mark each one down on Sonic's *Vital Statistics* sheet. Each time Sonic doesn't make the roll, he misses the Egg-o-matic and must roll against his Quick Wits to beat a 5. If he beats the 5, he can attack again. If he misses the 5, turn to 91. Once the Egg-o-matic has been hit four times, turn to 41.

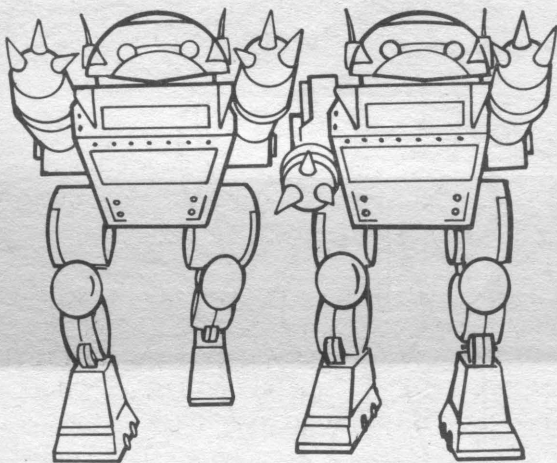
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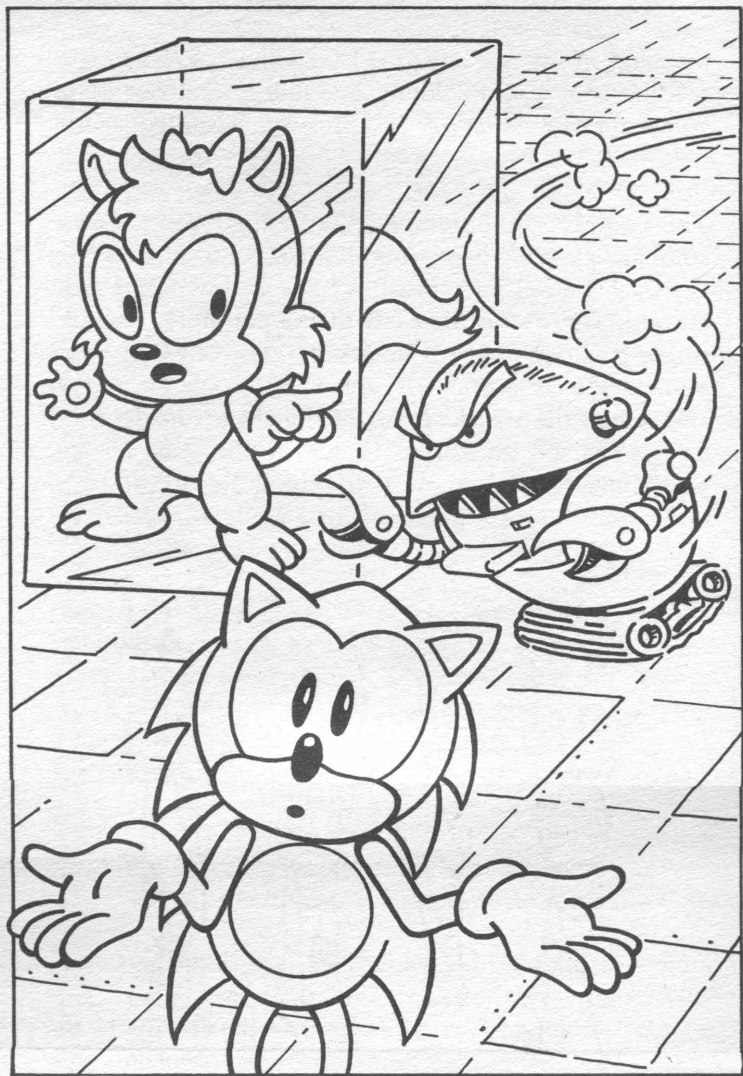
Sonic rests his fingers on the keyboard. It's difficult to type with white gloves on, but he taps out the first thing that comes to mind – S, O, N, I, C.

The machine whirrs for a second, and the screen bursts into life. Words appear on it: 'MY PLAN TO CONQUER THE WORLD AND GET RID OF THAT EXASPERATING ERINACEUS SONIC AS WELL, by Dr Ivo Robotnik. Having acquired the Chaos Emerald from its orbiting labyrinth, I have

installed it at the heart of — What? What?? Stop reading this, you meddling hedgehog! Get out of my computer! I'll have to install some security around here —'

The computer explodes with a muffled bang. Bits of smoking plastic whizz around Sonic, who gets up from the bush he fell into, brushes himself down and looks around. There's nothing left of the computer except a single gold ring, which he takes. (Write this down on Sonic's *Vital Statistics*.) If you think Sonic should go and search the wrecked part of the zone, turn to **66**. If he hasn't used the spring to survey the area yet, and you think he should, turn to **59**. If he ought to sit down and think about things for a while, turn to **173**.





Sonic cups his gloved hands around his mouth and yells with all his might. The birdsong stops and the hedgehog can see his avian friend moving around his cage, trying to work out where the shout came from. Finally Flicky spots him and his twittery voice comes floating down, just audible above the noise of the city.

'Sonic! You're looking flustered. I hope that coming all this way to rescue me hasn't been too much trouble.'

Sonic smiles to himself, then cups his hands for another shout. 'No, but – Flicky, I may have some trouble getting you down.'

What's the problem?' twitters Flicky.

'Climbing makes me kind of nervous,' yells the hedgehog, then looks around to check that nobody else heard his admission. He hates confessing that there might be something he can't do.

Flicky's voice comes floating down again. 'Go and rescue Sally Acorn first, you silly spiky thing. She's a squirrel so she can teach you how to climb. She's down the road to your right, then left at the end. I can see her from here. What are you waiting for?'

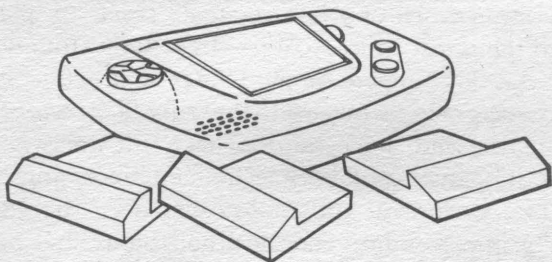
Sonic sets off. He follows Flicky's directions, and finds Sally Acorn at the end of a dead-end street. The squirrel is trapped inside a large box that seems to be made entirely of glass – Sonic can see her, but he can't

hear a single word of whatever she's shouting at him through the thick walls. A silver robot rolls around the corner. It's using one of the *Eggs-ercise* cartridges, which Sonic recognizes from the robots in the pool room. If this one is the same as those – and it's not, because it's silver, not bronze – then it'll not be too smart or too deadly, but Sonic reckons he should be careful anyway. Sonic can destroy the robot guard (turn to **160**), he can try to smash the glass walls of Sally's prison (turn to **60**), he can try to work out what she's trying to say to him (turn to **108**), or he can look around in case this is a trap (turn to **210**).



23

Sonic flips through his cartridge collection. There's the *Botman* game cartridge, plus the *Blitzkri-egg* cartridge from the robots that were kidnapping Tails. He may also have cartridges named *Eggs-terminate*, *Pter-egg-dactyl* and *Ren-egg-ade*. Unfortunately he can only choose one cartridge to use here. If Sonic chooses the *Pter-egg-dactyl* cartridge, turn to **50**. If he chooses *Eggs-terminate*, turn to **285**. If he chooses *Ren-egg-ade*, turn to **75**. If he chooses *Botman*, turn to **50**. If he chooses *Blitzkri-egg*, turn to **285**.



24

Sonic must roll on his Agility to beat an 8 if he's going to dodge the beam of the Zap Cannon. If he makes it, turn to **161**. If he fails, turn to **82**.



25

Sonic brakes, letting the other car catch up, and then swings viciously across the road, slamming against his opponent. The other car veers, skids, flips and cart-wheels, bouncing end over end, before bursting into flames. Sonic turns back to the road. A moment later the finish line appears in the distance and he accelerates, zooming past it at incredible speed – and on, smashing through the computer screen, back into the room.

Sonic picks himself up, brushes the broken glass off his spikes and looks up at the wreckage of the computer

display screen. He notices a small piece of plastic wedged amongst the broken glass, with the word 'KEYCARD' stamped on it. Under it are five gold rings. Sonic grabs them (add them to his *Vital Statistics*), and slips the card into the door slot. It swallows the card and opens obediently. The hedgehog jogs off down the corridor. It ends in another door that automatically opens as he gets close, and slams shut as he steps into the next room.

This room is about the same size as the last one, but there's only one computer, in the middle of the room. There's something on the ceiling directly above it that might be a death-ray and might be a very ornate lightshade. It's hard to tell. Around the outside of the room are five identical metal compartments, big enough to hold Sonic or a robot. On the far wall is a closed door, with a slot for a keycard. Sonic can inspect the compartments (turn to 209), fiddle with the computer in the middle of the room (turn to 45), or wait a while and watch to see what happens (turn to 3).

26

'Why are you wearing that armour?' asks Tails.

'Hey, the armour's cool! It's the latest thing from the Fashion Victim Zone. Everybody'll be wearing it next year,' says Boombox, laughing. 'Seriously dude, the robots are programmed to ignore anything that looks like another robot – it's as if you're not there. You can't be completely safe in this city, but this helps a

lot. If you see some armour, my advice is to pick it up.'

What do the two animals ask now?

'What are you doing in the city?'

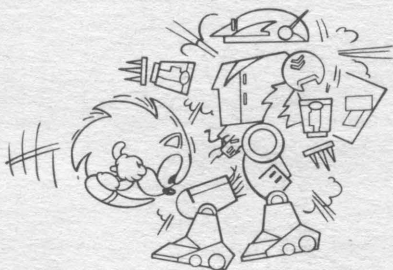
Turn to **46**

'Have you seen any of our friends?'

Turn to **106**

'Who's running the city?'

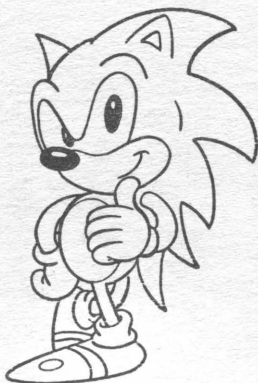
Turn to **229**



27

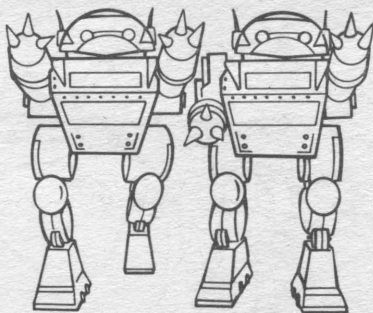
Choose which item Sonic will throw from the ones on his list, and cross it off. Sonic hurls the object down the corridor, trying to bounce it off a wall, to distract the robot's attention and let Boombox and Dancer run past. At that moment the Technobot lurches, and the missile is now heading for the ceiling. It's going to miss! Sonic watches as the missile bounces off the ceiling and ricochets down, hitting the robot on its chest and knocking its cartridge out onto the floor. It freezes for a second and Boombox and Dancer dash past it and through the door beyond. Boombox looks back for a second.

'Great shot, man!' he shouts. 'You're a real hero. Hey, catch this!' and he tosses a strange device down the corridor, to land in Sonic's open hands. 'It's a lightning attractor!' shouts the rat. 'Just press the butt-' and the lift doors close, cutting off the rest of his sentence. Turn to section 163.



Smashing the bewildered bot is incredibly easy, as Sonic had guessed. He picks up its *Eggs-ercise* cartridge (write this down) and tries to smash the glass cell with his fiercest, fastest super-sonic spin attack. It doesn't break. He tries again but bounces back off the incredibly strong glass. Nothing seems to work. He looks around at the robot wreckage to see if there's anything there that might help him – and notices a large black box in the debris. It says 'BOMB' on it. It's ticking!

Sonic dives for a corner of the cell and curls up into a ball to protect himself. A moment later the box explodes with a deafening roar, made even louder by the walls of the cell. It smashes the cell into a hundred thousand tiny slivers of incredibly sharp glass, zipping through the air at incredible speed, and – well, let's just say that Sonic loses a life here. Go back to **22**.



29

Sonic looks around for something long enough to reach up to the chaos emerald on the pylon, but can't find anything to climb or anything to throw. Suddenly he notices a large button on top of one of the machines. It looks like one of Robotnik's springs – maybe it'll work like one. He scrambles onto the machine, leaps onto the spring, and is catapulted high into the air. It worked! Sonic aims himself towards the emerald, but with the wind and the rain it's hard to be accurate. Roll on Sonic's Coolness, to beat an 8. If he make the roll, turn to **246**. Otherwise he misses completely and lands outside the building – turn to **148**.



30

The two animals sprint into the city, and the huge gates clash shut behind them. Like it or not, they're stuck inside.

Sonic isn't quite sure what he's looking at. At first glance it seems to be a huge city, or possibly a huge machine, or both at the same time. There are massive buildings that might be machines, and massive machines that might be buildings. There are structures and girders and devices and scaffolding and cogs and gears and beams and levers and conveyor belts and cranes and flashing lights and pulleys and hooks and the smells of molten metal and hot tar and wet cement and the sounds of clanging and thumping and grinding and digging and welding and scraping. Bronze robots scurry to and fro, carrying oddly-shaped bits of metal that are grabbed by cranes and fitted into new buildings – or new machines, Sonic can't tell. The robots ignore the hedgehog and fox who watch the chaos and confusion with astonished eyes.

'Wow,' breathes Sonic.

'Definitely,' agrees Tails.

Sonic tries to read the words on some of the robots' program cartridges. They seem to be a complete mixture, ranging from *Eggs-cavate* through *Eggs-change* to *L-egg-it*. One particularly funky robot seems to have a *R-egg-ae* cartridge, but Sonic isn't sure whether he read that right.

'Hey, look!' shouts Tails. 'That one's got your name on it!' Sonic follows his friend's pointing finger, and sees a large silver robot with a cartridge marked *H-egg-hog*. It looks menacing, and it's coming towards the animals. Other silver robots are following it. Should Sonic and Tails stand and fight (turn to 182) or run away (turn to 247)?

31

Sonic begins to edge slightly ahead of the others – a centimetre, then another. He's moving into the lead! The hedgehog on his left makes an extra effort to catch up, pounding its legs faster and faster as its face gets more and more purple – and suddenly it explodes. Steam jets from pipes in its neck and oil spurts out, splattering the room and getting in Sonic's eyes as he jumps to avoid the body of the fake Sonic. When he looks back, the other remaining Sonic is diving towards the middle of the room, grabbing for the keycard. Does Sonic leap in with a super-sonic spin attack (turn to 5) or watch what the other does (turn to 145)?

32

'I don't think I know –' starts Johnny, but Dancer interrupts him.

'I know where two of your friends are,' she says. 'A walrus and a penguin? You know them?'

'Cool, yeah, Sushi and Tux!' says Sonic.

'Right, I saw them before I was caught by the robots. They're in the room with the pool,' replies Dancer.

'A pool?' says Tails. 'That sounds luxurious.'

'It isn't, believe me,' says Dancer.

If Sonic and Tails run to the room with their friends, turn to **155**. If they ask about who's running the city, turn to **132**; if Sonic asks Johnny Lightfoot about the big robot in *Botman*, turn to **70**.

33

It takes Sonic almost an hour to destroy everything, but by the end of it there is nothing left except piles of scrap metal, disabled servo motors, bent control rods and fractured circuitry. No robot will ever be built out of these parts! And while smashing his way through the piles of parts, Sonic came across a computer monitor containing ten gold rings, which he can add to his collection (write them down). Satisfied with a job well done, he runs up the staircase towards the roof and the Zap Cannon. Turn to **296**.

34

Sonic takes a running jump from the top of the robot, and dives out over the edge. He can't decide whether to hit the water spinning or diving – first he tries spinning, then he changes his mind and falls head first, then he tries spinning again. He has plenty of time to think about it, because it's a very long fall indeed. Finally the water rushes up at him. Sonic knows that falling from this height is going to hurt – KER-WHAAASH! – and it does. He loses all the rings he's holding, but doesn't lose a life if he doesn't have any rings.

step to make sure he's not going to be grabbed by a robot. He watches as Flicky flies off into the distance, carrying

Sonic and Tails look at each other. 'That rabbit sounds

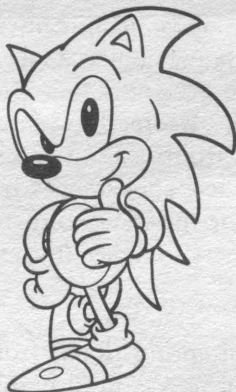
around and ignoring him. The way he feels, that's fine right now. Off in one direction is a big star-shaped building covered in scaffolding and worker robots. Sonic hasn't noticed it before. If he wants to investigate it, turn to **193**. If he wants to head towards the city gates, turn to **16**. Or he can search the city for more of his friends who are trapped here (turn to **257**).

55

Sonic stands on top of the whirring, buzzing, shaking machine. He looks down to see Dancer and Johnny Lightfoot, still tied to the conveyor belt, moving slowly towards a large opening. They're about to be swallowed up by the contraption! Sonic only has time to release one of the two animals before the conveyor belt carries them into the machine – is it his friend Johnny Lightfoot (turn to **38**) or Boombox's friend Dancer (turn to **18**)?

56

The cartridge slides into the slot. The robot straightens up and stands still for a moment while its eyes glow with an eerie red light. Sonic has seen that before, and he knows it's a danger sign that means the robot's about to attack! Before it can move, he spins and attacks it, splintering it into bits which clatter across the room. The noise attracts the other robots, which leave their work and begin to stride towards the hapless hedgehog. If Sonic retreats into the lift, turn to **128**. If he attacks the pack of robots, turn to **136**. If he still has the cable from the gold robot, he can use it to lasso a hook on the ceiling and swing across the room (turn to **181**). Lastly, if Boombox gave him a lightning attractor, he can press the button on it (turn to **263**).



57

Sonic peers through the telescopic sight. He can see the door clearly: it's made of iron and closed, and there seems to be some kind of slot next to it, for a key or something. Sonic scans the rest of the room. He can't see a key, but he does notice that there are several round black objects floating in the air – high-explosive mines, he guesses. On one of the other walls is a large lever. There's no clue about what it might do. Sonic can head for the lever and pull it (turn to **48**), swim carefully through the air towards the door (turn to **230**) or head for a wall and crawl along it towards the door (turn to **11**).

58

'Hey!' says Sonic. 'Any of you guys got an inside track on how to slip past that giant robot guy?'

'Giant robot?' asks one of the other Sonics. 'I don't understand. The giant robot is our friend – isn't it?'

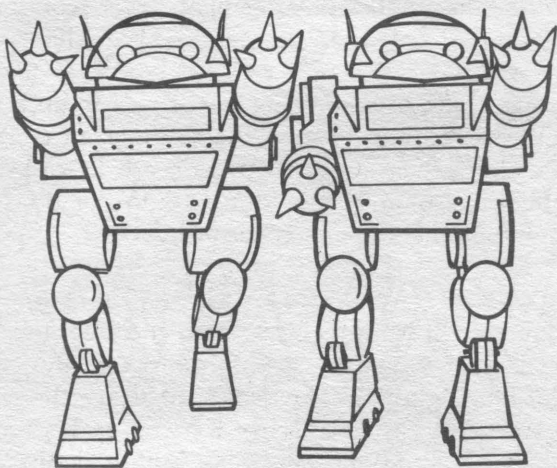
The third Sonic nods in agreement. 'See?' continues the other one, 'I knew he was a fake. Let's get him!'

Sonic must think of something fast if he's to stop the two false Sonics from beating the stuffing out of him. Does he check their appearances to see if he can spot any differences or mistakes (turn to **270**), or does he challenge the others to a race (turn to **186**)?

59

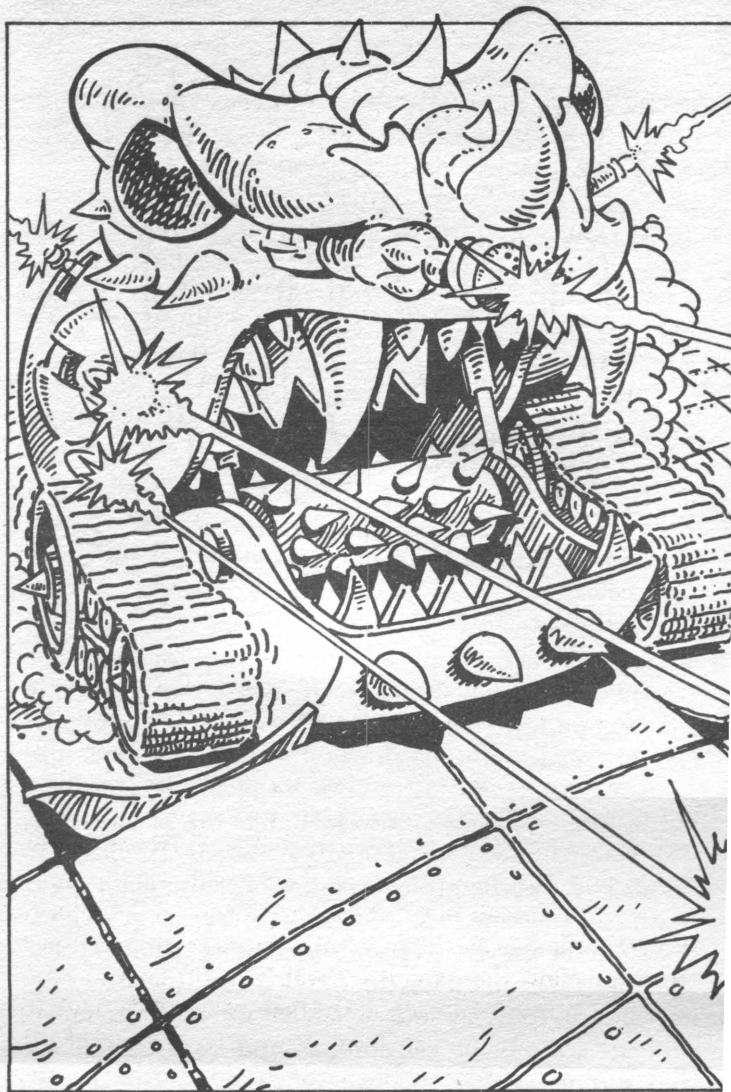
Sonic knocks the spring down from the tree, takes a running leap at it and is fired high into the sky like a streak of blue lightning. He soars way above the level of the trees and, as he reaches the top of his jump, twists to look all around him. The Zone is deserted – there's no sign of anyone. The churned-up area stretches to the north, and at the edge of the horizon Sonic just glimpses a flash as the sunlight reflects off something metallic. Then gravity catches him and pulls him down – wait, what was that? Something in the wreckage?

Sonic aims for the spring and is fired back into the air. Yes, he did see something – it's Tails, battling with two bronze egg-shaped robots. He's putting up quite a fight, but the robots are tough foes. Sonic thinks about shouting to his friend, but decides not to. Instead he lands beside the spring and wonders about his next move. If Sonic should go to help Tails, turn to **147**. If he should search around the rest of the wrecked area, turn to **66**. If he hasn't looked at the computer screen yet and wants to, turn to **141**.



60

Sonic steps back and preens himself. He's fond of Sally Acorn, and enjoys showing off in front of her. This will be a perfect chance to show her what a hero he is. Having made sure he looks his best, he revs up, spinning faster and faster until he finally lets go and hurtles towards Sally's prison. He hits the glass with a THWACK! and is catapulted backwards, landing flat on his back on the ground. He looks at the glass cage. It isn't even scratched, and Sally is laughing at him. Sonic had better come up with something really impressive now. He can attack the robot guard (turn to **160**), he can try to work out what Sally's gestures mean (turn to **108**), or he can look around in case there's a trap (turn to **210**).



61

Sonic jumps up to the top of a machine, and from there to a building, and then onto a taller building until he's high above the big robot and hopefully out of its range. It's very big and very golden, and very nasty. Guns sprout from every part of its body, and they are constantly swivelling and turning to aim at new objects – anything that moves is a target, and may be blown apart. On top of the robot Sonic can see a programme cartridge, reading *J-egg-ernaut*. He can leap down to attack (turn to 180), he can go back and talk to Boombox (turn to 225), or he can throw something to distract it (turn to 259).

62

Tails swims over to Tux the penguin, who is exhausted and half-boiled by the hot water. He nods at Tails but is too tired to speak.

'I'll help you get out,' shouts Tails. 'I'll distract the robots while you and Joe swim to the other side.' He swims away, aiming for the spot where most of the robots are concentrated around the side of the pool.

For a few moments it seems to work and then, as Joe Sushi and Tux head towards the far side of the pool, the robots spread out around the rim. No matter how much Tails splashes and shouts, he can't distract them from pushing the exhausted walrus and penguin back to the centre of the pool with their poles. He'll have to think of something else. Tails can try to get out of the pool himself (turn to 266) or he can dive to the

bottom to pick up one of the objects lying there (turn to 4).

63

The cable looks completely ordinary, but it's quite strong and could probably carry Sonic's weight if it had to. The plugs at each end are made to fit into some kind of electronic device, and Sonic reckons that one of them would match the socket on his Game Gear. Write the cable down on Sonic's *Vital Statistics* sheet, then turn back to 250 to select a second item. If Sonic already has two from here, turn to 165.

64

Sonic shades his eyes with his hands and stares out over the city. After a moment he spots a dark speck against the sky. It grows larger, coming towards them, until he recognizes the shape of Robotnik's Egg-omatic plane, with the mad scientist at the controls. He starts to warn his friends of the danger, but just then there is an explosion and the crane wobbles dangerously, almost tipping him over the side. Sonic looks down. A group of silver robots are climbing up the tower towards them, and he can just read the word on their cartridges, which is *Eggs-plode*. Sonic can ask Flicky to fly away with Sally and him (turn to 157). Alternatively, he can climb down the tower towards the robots (turn to 51) or jump down (turn to 262).

65

Sonic follows, keeping behind the robot as it ploughs

through the city walls as if they weren't there. Once in the countryside it speeds up and Sonic has a hard time running against the rain and wind to keep it in sight. By the time he gets to the Green Hill Zone, there is no Green Hill Zone left. If he thought things were bad when he left, they're non-existent now. There is no sign of any living thing anywhere; everything has been crushed by giant robotic footprints. Sonic can just see the Technobot disappearing over the horizon, heading off to cause more destruction and chaos. Maybe Robotnik will succeed in taking over Mobius this time. All Sonic knows is that all his friends are gone, and there's no way he'll ever learn how to finish *Botman* now. Sonic's adventure ends here, and he has lost.

66

Sonic has never seen any part of the zone damaged this badly before, not even during Robotnik's last take-over attempt. Something has really torn it up. Everything is wrecked: smashed branches and broken trees, huge clods of earth and rocks pounded into gravel and mud. Trodden into the dirt is a single gold ring. Sonic scrapes the mud off it and puts it in his pocket (you should write it down on Sonic's *Vital Statistics*.) Then he notices that whatever has trodden down the ring has left a large square footprint in the earth. There's a trail of them, heading north. If you think Sonic should follow the footprints, turn to **147**. If you think he should stop and think about things for a while, turn to **173**. If he hasn't tried any of the old equipment lying around the zone yet, and you think that would be a good idea, turn to **119**.

67

Which cartridge does Sonic choose to use? He can only use the ones you've written down on his *Vital Statistics*. There's not much point in using *Eggs-ercise*, because that's what the robot has at the moment. If Sonic chooses *Blitzkri-egg* or *Eggs-ecute*, turn to 78. If he chooses *Pter-egg-dactyl* or *Ren-egg-ade*, turn to 196. If he chooses *Botman* or *Eggs-terminate*, turn to 217.

68

Sonic dodges left, right and then left again. The barrel of the Zap Cannon does exactly the same thing, and fires, and Sonic gets a pretty good idea what it's like to fall into a volcano. The heat is incredible, and his spikes are badly singed – it's a miracle he doesn't catch fire. Sonic loses all his rings, or a life if he doesn't have any rings. The force of the shot blows him backwards, off the edge of the building. Turn back to 241.

69

The giant robot turns until it's heading towards the cliff. The ground shakes, and Sonic can see rocks and boulders toppling off and rolling down to the bottom. Animals and birds flee from the path of the colossal construction as it approaches.

One giant foot lands on the edge of the cliff. The other lifts into the air, hangs for a moment and descends – to land on nothing. The Technobot begins to overbalance, falling slowly at first, and then faster and faster. Sonic is carried with it as the vast machine hurtles through the air, carried downwards by the one

enemy that not even Robotnik could beat – gravity. The knees hit the ground first, and the impact breaks the machine into pieces while it's still falling. The enormous middle section lands next, bouncing back hundreds of metres into the air, so that it's going up while the head section – and Sonic – are still coming down.

Sonic hits with a thump that knocks all the wind out of him. The massive head lands nearby and shatters into a kazillion pieces that tinkle and crash and finally lie still. Sonic lies where he is. Everything is oddly quiet, apart from a strange whistling noise. It's growing louder. A huge shadow covers Sonic; he looks up to see the remains of the robot's stomach section fall out of the sky onto him, squashing him flat! So close – and yet so far. Sonic saved the Zone and his friends, but he couldn't save himself. A very brave try.

70

'What a weird question,' says Johnny. 'You came to rescue me just to ask me that? Anyway, you're the one who's good at defeating robots. Have you tried finding some way to make it short-circuit? Water might work – it's worth a try. Sorry I can't help more.' Do Sonic and Tails ask him about their other friends (turn to 32) or about who's running the city (turn to 132)?

71

Sonic spins through the air towards the second aerobot. It's difficult to aim accurately when spinning like this, and the bot is weaving and diving to avoid the

whirling hedgehog. Roll on Sonic's Agility, to beat a 7. If he succeeds, turn to **185**. If not, turn to **93**.

72

Sonic looks up at the wall. It's awfully high, but he'll try anything right now. 'The wall hasn't been built that can defeat Sonic the Hedgehog,' he mutters, puts his head down and races at it. His trainers hit the smooth metal and he feels the ground drop away beneath him, but concentrates all his energy on his running ... concentrate ... get higher ... concentrate ... he begins to slow down but Sonic knows he can make it.

Suddenly a burst of birdsong breaks his concentration. He misses a step, loses his rhythm and starts to slip back. He glances over his shoulder to find what made the noise, and sees his friend Flicky the bluebird, in a cage hanging from a huge crane. Then he loses his footing for good, and tumbles back down to the bottom of the wall. Sonic can go and help Flicky (turn to **83**), or he can go and look at the star-shaped building that he saw earlier (turn to **193**).

73

Sonic's concentrating so hard on running that he doesn't notice as one of the other hedgehogs gets a little ahead of him – and sticks out its foot, tripping him up. Sonic stumbles and rolls down the wall, into the centre of the room.

'Look!' he hears one of the Sonics shout. 'That one

couldn't stand the pace! He's a fake! Get him!' There are two whizzing noises from opposite sides of the room, and two spinning hedgehogs crash into him from different directions, squashing him flat. One of them explodes from the impact, showering the room with tiny cogs, chips and wires. Sonic loses any rings he has. If he has no rings, he loses a life and must turn back to section **25**. Otherwise turn to **145**.

74

Sonic hurtles through another robot and ricochets off two more, sending them spinning into each other in a crash of metal. He jumps across the room, knocking three or four more robots flying into pieces of machinery. Then he hits one of the whirling machines, bounces off at an unexpected angle and before he knows what's happened he's sitting in the middle of the floor, feeling a bit dizzy, with the rest of the robots moving towards him, ready to attack. If Sonic wants to retreat into the lift, turn to **128**. If he wants to attack the pack of robots, turn to **136**. If he has the cable from the gold robot, he can use it to lasso a hook on the ceiling and swing across the room (turn to **181**). Lastly, if Boombox gave him a lightning attractor, he can press the button on it (turn to **263**).

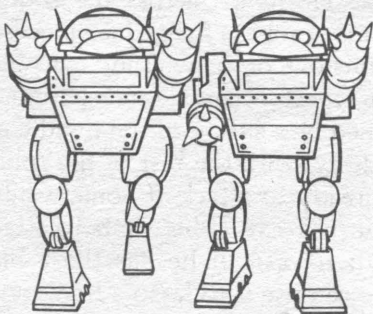
75

Sonic sneaks up behind a guardbot, and rams the *Ren-egg-ade* cartridge into its slot. For a moment nothing happens, then the bot leaps into the air, gives an electronic yell and, twirling its pole like a quarterstaff, starts demolishing the other robots around it. The air

fills with crunches, crashes, squeals, bits of smashed robots and the bleeps of the dying. It's all over within seconds. Surrounded by the wreckage of its former comrades, the triumphant renegade robot gives another electronic yell, leaps into the air, lands, trips and falls into the pool, where it sinks.

'Hah!' mutters Sonic. 'Anybody would think these robots only had wires for brains.'

Turn to 201.



Sonic measures the jump with his eyes, takes a short run, crouches and leaps. He feels an odd tickling, burning sensation in his spikes as his back scrapes the top of the energy barrier, but a second later he's landed on the other side.

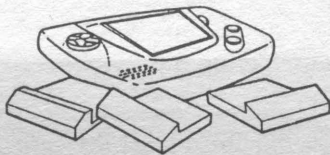
'Awk!' says Dr Robotnik. Turn to 117.

77

The three robots each have a rating of 7, and Sonic must use his Strength rating to fight them. Luckily Tails will join in on Sonic's side, which means Sonic can add an extra 3 points to his Strength for this fight. He must beat each guardbot before attacking the next one. If Sonic loses a life here, go back to section **289**. If he and Tails beat the guardbots, Sonic is able to grab one of their cartridges – marked *Eggs-terminate* – before the two heroes dash into the city. Turn to section **30**.

78

The cartridge slides into the slot. The robot's eyes light up bright red, its metal features twist into an evil grin, and long sharp spikes emerge from its shoulders and the top of its head. Then it lowers its head and charges! Sonic must fight the robot, using his Speed ability. This is obviously no ordinary robot; it's got a rating of 9! If Sonic wins, turn to **287**. If he loses a life, turn back to **22**.

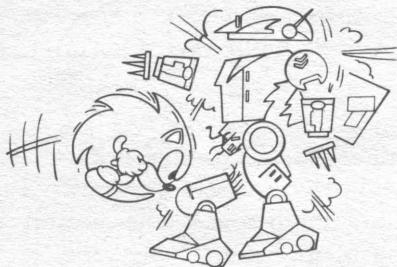


79

Sonic hunts through the wreckage, and finds six gold rings and a length of gold cable – it might be useful, so he takes it with him (make a note on his *Vital Statistics*). Turn to **251**.

80

Sonic tries to climb away quietly from the robot, but he's a beginner at this sort of thing, and his foot accidentally clangs against a girder. The robot's head jerks around and one arm swings for the hedgehog's leg. Roll on Sonic's Agility, to beat a 6. If Sonic succeeds, turn to **298**. If he fails, turn to **194**.



81

Sonic looks down at his muddy pal.

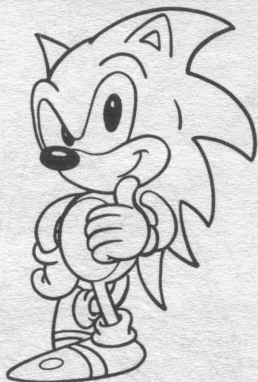
'How are you, muddy pal?' he asks.

Tails groans and stands up. 'I'm okay – I think,' he replies. 'Thanks for saving me. You're a true friend.'

Sonic isn't the blushing type. 'No problem,' he says. 'When you've saved the planet Mobius as often as I have, rescuing a pal is everyday stuff. So where were the robots taking you?'

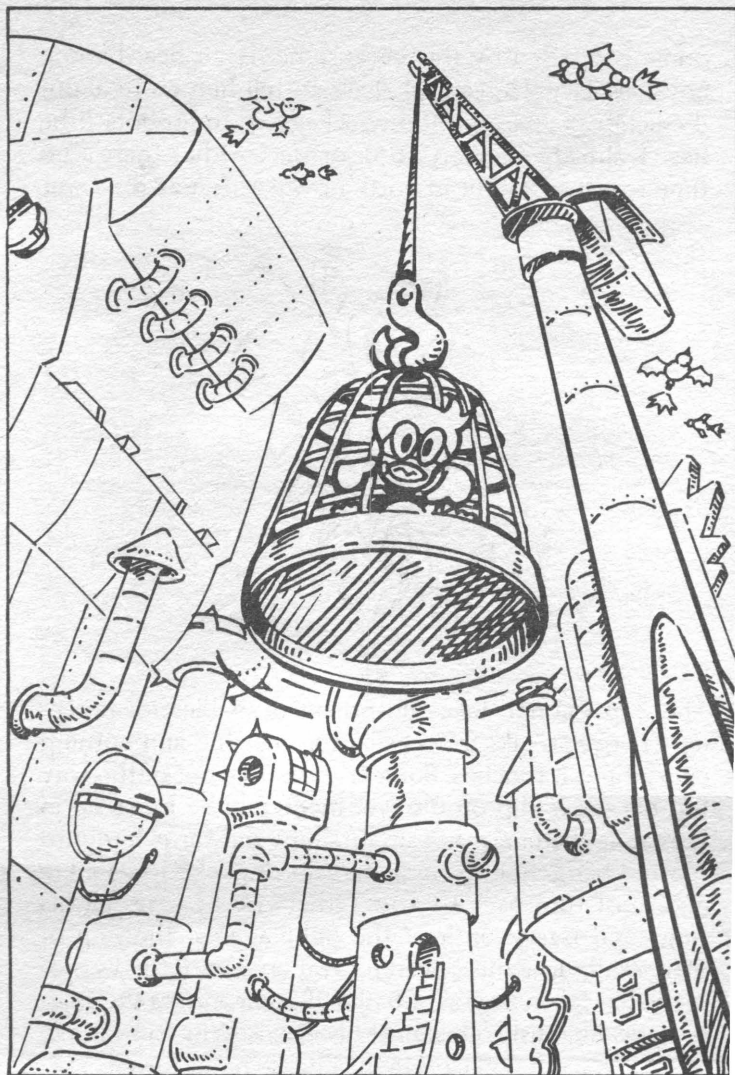
Tails squeezes the mud from his tails, and fluffs them back into shape. 'They were heading north, towards that new city you've heard about.'

Sonic is puzzled by this because he hasn't heard about any new city. He can ask Tails to tell him more about it (section 35), search the wreckage of the robots if he hasn't already (section 168), or decide that there's no time to waste and head north now (section 289).



82

The Zap Cannon takes no prisoners. A blast of ravening energy streaks from its barrel, charring and burning everything it touches. Sonic tries to dive out of the way but his shoes slip on the wet metal and he looks up in horror as the energy beam hits him and turns him into toasted hedgehog. If Sonic has no rings, he loses a life and must turn back to 107. Otherwise he loses all his rings and must continue the fight against the Egg-o-matic, rolling on his Speed to beat an 8 until the Egg-o-matic has taken a total of 8 hits. If Sonic misses the Egg-o-matic, he must roll against his Quick Wits to beat a 6, or turn to 91. If Sonic beats the Egg-o-matic, turn to 258.



83

Sonic looks up to see Flicky in a round cage suspended from a huge crane which towers over the city. Sonic can just see his friend, but the sound of his birdsong is unmistakable. At the moment it sounds almost mournful. Sonic can shout up to Flicky (turn to 22), try to climb up the crane to reach him (turn to 281), or knock down the crane with a super-sonic spin attack (turn to 120).

84

Sonic dashes towards his assailant, ignoring the kick aimed at his head. WHUMP! This may be inside a computer, but that really hurt! Sonic flies backwards, lands on the ground, and everything goes black. He's just lost a life; turn back to section 131. If that was Sonic's last life, he sees the words 'GAME OVER' appear above him, and everything fades to static.

85

Sonic dodges the descending jaws just in time, and the grapple's pincers snap shut on empty space. The grapple opens again and it rises towards the ceiling. Sonic can jump onto it and ride across the room (turn to 219), try to smash it (turn to 191) or he can jump across onto the huge machine (turn to 55).

86

Sonic dashes across the arena, dodging the huge machines, and leaps towards the Egg-o-matic as it lumbers into the air. He manages to grab one of its stubby wings, and clings on as the aircraft rises up above the arena and city. Sonic risks a glance downwards. He's

very high up by now, and although he can fall a long way without hurting himself, he guesses that if he was to fall from any higher, he might be going so fast he'd fall right out of the book. On the other hand, he's not losing his grip on the wing of the Egg-o-matic, and Robotnik hasn't noticed he's there yet. Does Sonic hang on (turn to **211**), or drop to the ground before he gets too high (turn to **148**)?

87

Sonic brings the aerobot under control quickly; it's sluggish to fly, and a bit slow. Normally that wouldn't be a problem, except that as Sonic looks up towards the Zap Cannon, he catches a glint of silver, heading out of the sun towards him. It's two silver aerobots, both larger than the one he's flying, and both have guns mounted on their wings. They open fire! Sonic can try to fly around the bullets and head for the top of the building (turn to **149**); he can try to crash his aerobot into one of the others (turn to **100**); or he can jump off his aerobot and attack the other aerobots in mid-air (turn to **192**).

88

The robots are obviously not too clever, but there are two of them and they are looking around as they head north. Sonic must be careful if he's not going to be seen.

Roll on Sonic's Agility, to beat an 8. That means that you have to roll one die and add the result to Sonic's Agility. If the total is 8 or more, Sonic is quick enough

to avoid being spotted by the robots, and you must turn to section **164**. If the total is less than 8, Sonic has been spotted and the two metal monsters drop their captive and lumber towards the hedgehog, intent on destruction! Turn to section **7**.

89

Tails swims as fast as he can to the side of the pool, clutching the cartridge in his paw. There's a robot there to meet him, holding a long pole, and it pushes him back into the middle of the water. Swimming is hard work, especially in hot water, and Tails is getting tired. He has to do something soon or he'll sink! Does he dive down and pull out the pool's plug (turn to **277**) or try to plug the *Ren-egg-ade* cartridge into one of the guardbots (turn to **174**)?

90

Sonic presses the *Botman* cartridge into the slot. For a second nothing happens, then the *Botman* theme music starts playing – a bit wobbly and unsteady for a moment, then it gets louder and stronger. A thin wisp of smoke comes from the cartridge. Roll on Sonic's Quick Wits, to beat a 6. If Sonic succeeds then he snatches the cartridge from the slot just in time; it's hot but undamaged. If Sonic fails, the cartridge catches fire, jamming the slot with melted plastic and circuitry. Cross the *Botman* cartridge off Sonic's *Vital Statistics* sheet. If the slot is un-jammed and Sonic has another cartridge, he can try it in the slot (turn to **151**). If not, he can knock on the doors (**279**), or try digging under the walls (**39**) or running up them (**110**).

91

Sonic misses the Egg-o-matic, misses his footing, misses the edge of the Technobot and is falling through space!

'Aaaaaaarrrrrrggggghhhhh!' he screams as he dives past the Technobot's metal moustache. 'Eeeeeeeeeeeekkkkk!' he yells as the rampaging robot's bulging belly hurtles in front of him. 'HHHEEEELLPP!' he shouts as the devilish droid's knobbly kneecaps almost smack into his falling body. 'Thud!' goes the Technobot's foot, as Sonic falls onto it at several hundred metres per second. If Sonic has any rings, he loses them. If he has no rings, he loses a life. Whatever happens, turn back to **276**.

92

'I'll get you!' shouts Sonic, leaping at the flying device and its fat controller.

Roll against Sonic's Quick Wits, to beat a 10. If the roll is successful, Sonic bounces once off the Egg-o-matic (make one mark in the 'Egg-o-matic Hits' box on Sonic's *Vital Statistics* sheet), rebounds off the head of a silver robot underneath, and shoots towards the hole in the collapsed wall. He watches as Tails uses the distraction he's caused to disappear down Boombox's tunnel, following Joe and Tux, probably taking them to safety. Turn to **176**. If the roll fails, then as Sonic flies towards the Egg-o-matic he sees the fist underneath it open into a cupped hand. It swoops towards him, snatches him out of the air and drops him into the middle of a circle of silver robots. Sonic is grabbed by twenty metal hands and held tight. Turn to **252**.

93

The air whooshes past Sonic as he falls through it, tumbling out of control towards the ground, hits it, bounces twice and rolls to a stop. He's not hurt, but he'll have to find another way up. If he's got another *Pter-egg-dactyl* cartridge, he can use it by turning to 6. He can try smashing through the wall of the building by turning to 204. He can climb a nearby building, covered in scaffolding; turn to 118. If Sally Acorn taught him how to climb, he can climb this building by turning to 52. Or he can shrug his shoulders and head off towards the city gates; turn to 113.

94

Sonic leaps as the aerobot zips off, and just grabs its tail as it zooms through the sky. The wind rushes over his face and through his spikes, and it's quite difficult to hang on — the aerobot is weaving and diving all over the sky, with occasional barrel-rolls and looped loops along the way. Sonic doesn't get air-sick, but he wishes the ride would finish soon. Suddenly a bolt of energy shoots out from the top of one of the buildings, and the aerobot shudders. Its engine has been completely vaporized by the blast, and its nose tips down into a steep dive heading for the top of a building. There's nothing Sonic can do to stop it.

The aerobot hits with a crunch, throwing Sonic off and smashing itself into smithereens. The hedgehog almost rolls off the edge of the building before he can stop. He unrolls and finds himself staring at a pile of gold rings — fifteen of them! Write them down. Then he sees the sloping side of the building, and dashes

down it at breakneck speed, off the building, along the street, past a bewildered pack of robots and into another street before he starts to slow down. Turn to **103**.

95

Suddenly the bashing and pushing stops. Sonic is stuck in a very small space, which is moving slowly along. By twisting his head, the hedgehog can just see out of a slit in the side of the casing. Whatever he's in is outside the machine, and he can see two robots standing under the hole in the wall, trying to get to the hole where Tails and Boombox are. One looks suspiciously like Johnny Lightfoot, the other is like Dancer, only covered with spikes and rivets.

'Oh no!' he hears Tails shout. 'Where did those three robots come from?'

Three robots? *Three* robots? Sonic realizes in a flash that he must be trapped inside a robot casing as well. He curls into a ball, spins like a whirlwind, and the robot shell around him explodes into a thousand pieces, ricocheting off the walls, the remains of the machine – and off the other two robots, which turn and stagger towards him. Sonic must fight both robots, one at a time, using his Speed ability. The Dancer robot has a rating of 7 and the Lightfoot robot has a rating of 6. If he beats them both, turn to **112**. If he loses a life, go back to **123**.

96

The two defeated robots explode. Sonic notices a gold ring tied around each of their necks, and grabs them

quickly (write them on his *Vital Statistics*) before the final one can get a chance to attack him. Then he leaps into the air and spins, about to complete his hat-trick of defeated silver robots . . .

And it's gone. Sonic falls to the ground and lands on something soft. It's a heap of tiny pieces of silver metal, finer than sand and very hot. Sonic steps back a pace and looks straight into the assembled gun barrels of the gold robot.

'Uh, oh,' he says, turns and sprints away. The robot revs its motor and speeds after him.

Can Sonic outrace the massive metal maniac? Can he get back to the star-shaped building without becoming hedgehog mince? Only a roll on Sonic's Speed, to beat an 8, will tell. If Sonic makes the roll, turn to **237**. If he fails the roll, remember how many points he fails by and turn to **278**.

97

Sonic darts left but the cannon swivels to follow him. He tries zig-zagging and dashing behind it, but whatever he does it still aims straight at him. Sonic tries diving under its arc of fire – and notices that there's a video camera on the cannon's barrel, watching his every move with its unblinking red eye. Without it, the cannon's auto-targeting will be blind! He dashes back across the roof, dodges left and right to throw off the machine's aim, and sprints in to grab the camera . . . Roll against Sonic's Speed, to beat a 7. If he

fails, turn to **68**. If he succeeds, the camera comes away from the cannon, its wires snapping, and the machine stops moving; turn to **227**.

98

Sonic has a brainwave. He takes a cable, plugs one end into the socket on the control desk – it's a tight fit but he pushes it hard until it slides in – and the other end into his Game Gear. It fits perfectly. He flashes you a smile and flicks the 'ON' switch. The screen lights up with the words 'Platinum robot remote control initiated'. Sonic lets out a loud 'Yahoo!' and presses down on the control button. The robot swings right and then left in response. It works! He can steer it with no problem, but, as he quickly learns, there's no control for stopping it. It just keeps on marching.

Which way should Sonic steer the robot: towards the edge of the highest cliff in the Green Hill Zone (turn to **69**), towards the deepest lake in the Zone (turn to **265**), or through the thickest forest in the Zone (turn to **231**)?

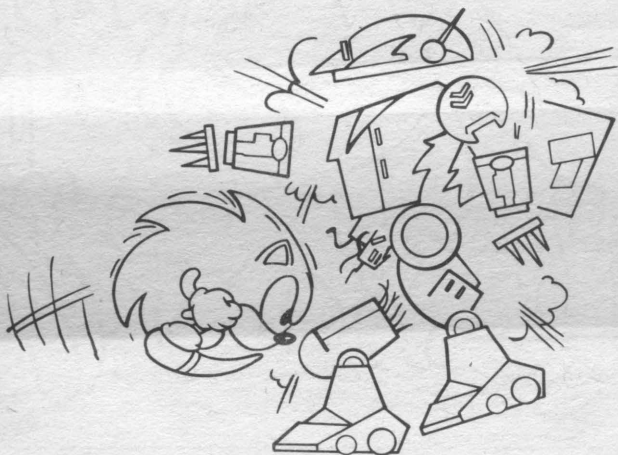
99

Sonic will have to fight all six robots to escape and the *Eggs-ecute* program means these metal maniacs won't give in easily. He'll have to use his Speed to beat them, and each robot has a rating of 7. If he loses a life, go back to section **201**. If Sonic wins, he dusts himself down and looks around. Suddenly he hears a snatch of birdsong, the first time he's heard anything like that since he entered the city. It sounded just like

his friend Flicky the bluebird. Sonic can look around to see where Flicky is (turn to **83**), or he can head back towards the city gates (turn to **16**).

100

Sonic aims the bot into a dive, towards one of the silver attackers which was trying to get below him. The two aircraft hit with an incredible thump and Sonic is almost thrown off, but he manages to hang on and steer his aerobot away as the other one spirals down to the ground, trailing thick black smoke. Sonic's own bot is in a bad way: fuel is pouring out of it, and the engine is whining and shrieking. Our intrepid pilot can bail out and jump either for the building (turn to **122**), for the other attacking aerobot (turn to **71**), or for the ground (turn to **93**). Or he can try to fly on (turn to **254**).





101

The cell is damp, dark and smells of old socks. It obviously hasn't been used for a while. A little light filters down from the hole in the ceiling, but otherwise the cell is unlit. There doesn't seem to be anything around. Sonic and Tails can search the room (turn to **158**), or they can try to get back out the way they came in (turn to **284**). Alternatively, if Sonic has an *Eggsterminate* cartridge, he can examine it closely (turn to **14**).

102

The robots are carrying Sonic away, holding him securely above their heads. They trudge along endless metal-lined corridors, then turn left to face a blank wall. One of the robots does something and a rectangular crack appears and slides aside to reveal a small room with metal walls, and filled with all kinds of rubbish – broken furniture, empty wire coils, burnt-out transformers, obsolete video games and so on. Also, rather obviously visible in one corner, is the entrance to one of Boombox's tunnels. The robots hurl Sonic into the room. He scrambles up to attack his prisoners, but the door has already slid shut, and he can barely see its outline on the smooth metal. Sonic can head down Boombox's tunnel (turn to **239**), explore the room and its contents (turn to **116**), wait to see what happens (turn to **269**) or he can try to work out how to open the door (turn to **54**).

103

Sonic turns the corner and there is Boombox, holding some rolled-up papers.

'Oh, it's you,' he says, 'I was wondering when you'd turn up again. Look, I was tunnelling and I found these. They're blueprints of Robotropolis – like, maps or plans of the whole city. Take a look.'

Sonic and Boombox spread the papers out on the ground and study them. Does Sonic:

Look at the layout of the star-shaped building?

Turn to **172**

Look for the city's power source?

Turn to **274**

Just browse through the plans?

Turn to **121**

104

Sonic runs and the robots give chase. He leads them straight in front of the gold robot's front sensors. It works! The massive machine revs its motor and sets off after him and his pursuers, slowly at first and then faster and faster, so fast that it runs over the three silver bots and leaves them flattened behind it— so fast that it's almost catching up with Sonic! Roll on Sonic's Speed, to beat a 6. If he makes it, turn to **237**. If he fails, remember how many points he failed by and turn to **278**.

105

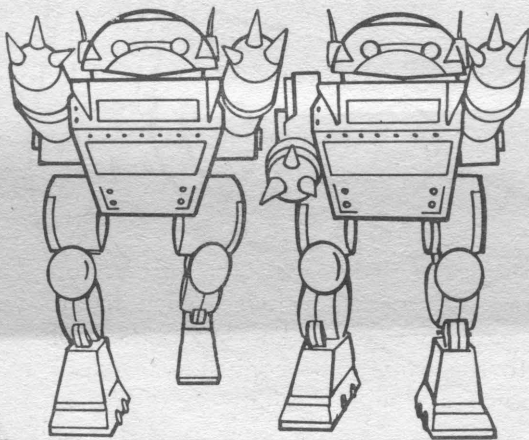
Wham! Sonic collides with the first robot. It spins and crashes into two others, which try to balance wildly with their poles, knocking others off balance and into the water. The confusion increases and bits of robot are flying through the air – as well as three gold rings, which Sonic catches neatly (write

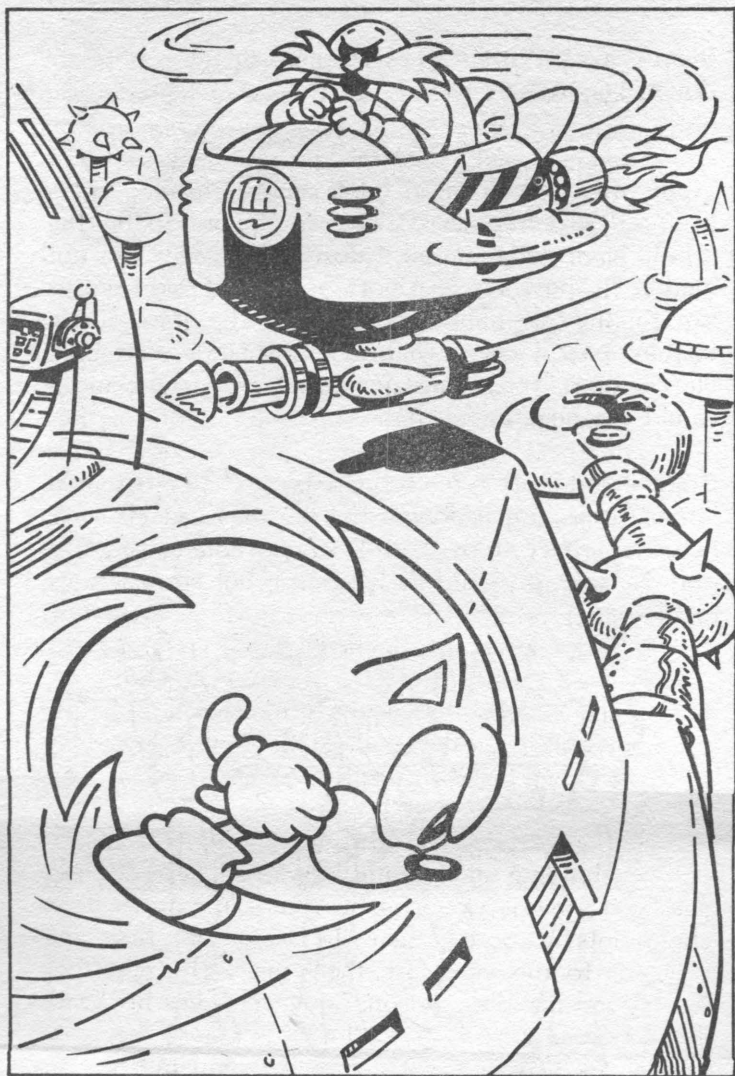
them down). Within a few seconds all the robots are down. Turn to **201**.

106

'Your friends? You mean other animals from outside, like you?' says Boombox. 'I've seen one or two, but the robots have got them all. I don't know why. Do not meddle in the ways of robots, as my old dad used to say, for they are subtle and quick on the draw. Come to think of it, I know where one of them is – a rabbit. He's trapped in the same room as my girlfriend Dancer. Could you help me free her?'

If Sonic and Tails agree to help, turn to **123**. If they'd rather continue questioning the rat, they can ask why he's in the city (turn to **46**), who's running the city (turn to **229**), or why he's wearing robot armour (turn to **26**).





107

The ladder ends by an opening in the roof. Rain pours in through it, and Sonic can hear the wind howling. Still, he's a hedgehog with a job to do, so he climbs out onto the slippery metal surface. He's standing on top of the head of the Technobot. The view from here would be incredible if the sky wasn't filled with black clouds and rain. All he can see, in fact, is a large control panel set into the robot's enormous forehead, with a joystick, pedals, banks of switches and buttons, and loads of flashing lights blinking on and off. The Technobot must be steering itself because Robotnik isn't at the controls; he's flying overhead in his battered Egg-o-matic. Robotnik's craft has a huge gun fixed underneath – the Zap Cannon. The lightning still flashes around the robot as it clanks its way towards the Green Hill Zone, and over the crash of thunder and the grinding of the metal, Sonic can hear the insane laughter of the mad professor as he swoops his tiny craft down towards the hedgehog, to attack!

Does Sonic stand and fight (turn to **20**), or does he run for the controls and try to steer the Technobot away from the Green Hill Zone (turn to **261**)?

108

Sally is shouting and waving her arms, but as soon as she sees Sonic is watching her she calms down. First she points at Sonic, then she looks up, then she pretends to run very fast, then finally she points at herself and her glass prison. Sonic scratches his head. 'Er – two words? Is it a film or a book?' he asks. Obviously he hasn't got a clue. Do you tell him to

duck (turn to **154**), look upwards (turn to **221**) or smash the glass cage (turn to **60**)?

109

Without hesitating, Sonic dashes down the corridor and leaps into the air, flying over the head of his two friends and into the robot. It's not easy to fight if you and your target are standing on a floor that's swaying and bumping like a ship in a storm, and Sonic will have to fight the robot using his Agility. The robot's rating is 7. If Sonic loses a life, turn back to section **250**. If he wins, he looks back to see the lift doors closing, and sprints back to it. Boombox throws something after him.

'It's a lightning attractor, dude,' he shouts. 'Thanks for the -' and the doors close, cutting off the rest of his sentence. Turn to **163**.

110

Sonic takes a run-up and lands on the slight slope of the city walls, his feet moving as fast as they can. At first it seems as if he's getting somewhere, but the metal is just too steep and too slippery. After a minute he gives up and lets himself slide back to the bottom.

'Not bad,' says Tails.

'Not good either,' Sonic replies. 'We'll have to try something else.' If the duo haven't tried tunnelling their way in, and you think they should, turn to **39**. If they should try plugging a cartridge into the slot by

the gates, turn to **126**. If you want them to knock loudly on the gates, turn to **279**.

111

Sonic hits the ground at such speed that he bounces back into the air. His second landing is much slower and safer, and he unrolls and looks up at the top of the crane. He can just see Flicky carrying Sally Acorn away to safety, flying faster than Robotnik in his Egg-o-matic which buzzes around the top of the crane like an angry bumblebee – until one of the climbing robots explodes, knocking out one girder too many, and the structure totters and falls with a crash that shakes the whole city.

Sonic shrugs his shoulders. 'Shoddy workmanship – or should that be work-robotship?' he wonders. 'If I was going to build a mega crane and imprison someone at the top, I wouldn't get robots to do it; no way. Come to think of it,' he thinks, 'I guess I wouldn't do it at all. That's the difference between Robotnik and me. Of course he's also ultimately fat, stinks of eggs, has a moustache, is unspeakably evil and wants to destroy me and rule the world.'

Turn to section **103**.

112

Sonic delivers a final knockout punch, the robot casing *falls apart* and the animal inside is released, none the worse for its experience. Boombox is reunited with Dancer, and Johnny is very relieved to see Sonic and Tails.

'I got a chance to see some of the city before they carried me to the machine,' he says. 'Is there anything I can tell you?'

Sonic and Tails can ask him about their other friends (turn to 32), who's running the city (turn to 132), or whether he knows how to get past the big robot in *Botman* (turn to 70).

113

Sonic sprints towards the city gates. As he gets close, he notices huge tracks in the ground, like the ones left by the gold robot he's just seen, and he slows down in case the second gold robot spots him. He doesn't see any other signs of the gold robot, no bullet-damaged buildings, smashed machines or squashed bots, until he turns a corner and sees the familiar sight of the gates, with a familiar big gold shape parked in front of them. The two gold robots are identical, except that this one isn't moving at all, apart from the occasional twitch of a gun-barrel. It reminds Sonic of a lion lazing in the sun – peaceful but still very dangerous. He approaches the robot cautiously, fixing his whole attention on it and not taking any chances in case it should suddenly attack him. It doesn't move. Sonic creeps closer.

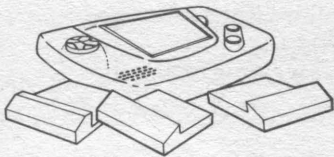
'HALT, TARGET!' a grating electronic voice bellows behind him, and Sonic almost jumps out of his spikes. Three silver robots stand poised to attack – they must have crept up on him while he was in turn creeping up on the gold robot. Does Sonic attack them (turn to 152), run away (turn to 253), or try to lure them in

front of the gold robot to attract its attention (turn to 104)?



114

Sonic swims to the nearest wall and kicks off hard, which sends him zipping across the room. Ahead of him is one of the clouds; it looks safe enough so he doesn't alter his path and flies straight into it. It's cold and damp in there, and Sonic can hardly see anything. Suddenly something dark and prickly looms out of the whiteness at him – it's not another hedgehog, it's a mine! If he hits it, it'll explode! Roll on Sonic's Quick Wits, to beat a 7. If he succeeds, turn to 156. If not, turn to 267.



115

Tails opens his mouth to say something else but Sonic has already revved up and shot off down the tunnel, spinning like a maniac. A second later there is a loud crash and two loud 'Yow!'s. Tails jogs down to see

what's happened, and finds Sonic sitting next to an animal wearing bits of robot armour on its body. Both animals are rubbing their heads.

'Who are you?' asks Tails.

'I'm Boombox, the steel-plated rat,' answers the newcomer. 'Are you with this crazy pussycat?'

'Hey man, I'm not a cat, I'm 100% hedgehog!' snarls Sonic. 'And you should watch out, wandering through these tunnels looking like a robot! That's bad news!'

'I *built* these tunnels, dude,' says Boombox. 'You're in my home – you two are the intruders here.'

Things haven't got off to a good start, but Sonic and Tails have the chance to ask Boombox a few questions. Choose from these:

'Why are you here?'

Turn to **46**

'Have you seen our friends?'

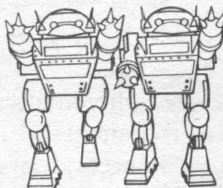
Turn to **106**

'Who's running the city?'

Turn to **229**

'Why are you wearing that robot armour?'

Turn to **26**





116

Sonic searches through the junk and debris, hunting for anything useful. Among the general detritus is a leather armchair with its springs showing through, a stuffed owl, an obsolete video game, five carpet tiles with different patterns, a heap of files labelled *My plans to defeat Sonic* which are all empty, a copy of a book called *Successful Eggs* which turns out to be full of omelette recipes, a globe of Mobius with so many pins stuck in it that Sonic initially mistakes it for one of his relatives, an antique commode, and lots and lots of empty chocolate boxes. It's all useless.

Underneath all the rubbish, though, he finds two things he can use – three gold rings and an air vent. He takes the rings (write them down) and wonders whether he should use the air-vent to escape (turn to 125), head off down Boombox's tunnel (turn to 239), or hang around to see what happens (turn to 269).

'Some friend you are!' he exclaims. 'Next time you try one of your heroic rescues, think for a second first! Some of us only have one life, you know!' With that he flicks his wings and flies up, over the city wall and back towards the Green Hill Zone. It looks like Sonic really blew that one. Turn to **103**.

121

Sonic looks all over the plans, and notices a small box in one corner, labelled 'Robot Statistics'. He reads it carefully:

Bronze robots – Workers, minor guards	Total: 2775
Silver robots – Overseers, soldiers	Total: 194
Gold robots – Special patrol duties	Total: 2
Platinum robot – All details classified	Total: 1

'Gold and platinum robots?' says Boombox. 'They're new. I haven't come across any of them before.'

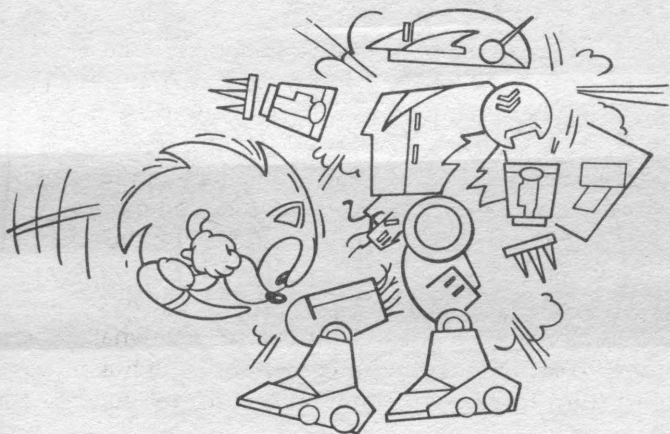
'Nor me,' says Sonic, trying to remember if he's beaten more than 194 silver robots, and deciding that he probably hasn't. 'I wonder what they're like.'

The ground trembles, and something in a nearby street revs its powerful engine. Boombox looks at Sonic. 'I've no idea,' he says, 'but I think we're about to find out.'

Does Sonic dash into the road to see what's there (turn to **2**), hide around a corner and watch as it goes past (turn to **249**), or climb onto a nearby building for a better view (turn to **61**)?

122

Sonic smashes into the interior of the building, scattering debris around him. There's almost no light; just dim red bulbs high on the ceiling. He waits for his eyes to adjust to the darkness and then almost jumps out of his skin: the room is full of robots, more than he's ever seen in one place! He crouches, ready to attack, but the robots don't move and he realizes that they're not really robots, they're parts of robots – spare parts. There are piles of arms, legs, heads, bodies and armour scattered around here in both silver and bronze. There's also a staircase leading upwards. Sonic can go straight up the stairs (turn to 296), he can pause here to destroy all the spare robots parts (turn to 33), or he can make a costume out of them (turn to 134).





123

The three set off down one of Boombox's tunnels, with Sonic and Tails following the rat. The tunnel twists and turns and finally ends at an opening high in the wall of a large room. Boombox, the first to look into the room, gasps aloud. 'They're in there,' he says, 'but the machine's started, so you'll have to work fast or they'll be mangled.'

Sonic and Tails look through the opening. The room is filled with a huge machine with whirring gears, moving conveyor belts and thumping jackhammers. Tied to one of the belts are two animals: their friend Johnny Lightfoot the rabbit, and a female rat. Both are shrieking in terror as the belt moves towards the gaping mouth of the machine, which is making a hideous grinding noise. Suspended from the ceiling is a large grapple, which is moving to and fro across the room, picking up objects and moving them around. There is also a loading platform on the floor, between Boombox's hole and the machine. Sonic can jump down onto the floor (turn to 272), onto the grapple (turn to 219) or onto the loading platform (turn to 243), or he can ask Boombox if he should know anything about the room (turn to 260).

124

Sally looks at him, exasperated. 'Typical male!' she exclaims. 'Always thinking about your own little world. Life is not a video game, Sonic – you've got to work out what's real and what's not. How could you possibly ask me such a stupid question when your friends are in danger? Now, do you want my help or not?'

If Sonic wants her help, turn to **10**. If he doesn't, turn to **137**.

125

Sonic prises the grille off the air vent and crawls into the shaft beyond. It's made of metal, which is not surprising since everything in Robotropolis is made of metal, and it seems to go on for ever. Sonic passes a grille leading into the pool room, which seems deserted, and one for the room with the robot-building machine, which has bronze robots repairing the destroyed device. Finally the shaft passes a vent that looks out over a square of the city. Sonic kicks the grille away and steps out – almost hitting a bronze robot which picks up the grille and puts it back before dashing away, completely ignoring Sonic. Sonic can follow the robot towards the large star-shaped building where it's headed (turn to **193**), head towards the city gates (turn to **16**), or he can search the city for more of his friends who are trapped here (turn to **257**).

126

Sonic examines the slot. It looks as if a Game Gear cartridge, or possibly the cartridges that the robots had in their chests, would fit into it, but there's no telling what it would do. If you want Sonic to put the *Botman* cartridge in the slot, turn to section **90**. If he has the *Blitzkri-egg* cartridge, he can try it at section **151**. If he'd rather try knocking on the doors, turn to **279**. Or he can try digging under the walls (turn to **39**) or running up them (turn to **110**).

127

Sonic must beat three of the guardbots to make enough room for his friends to get to the exit tunnel. He's using his Speed ability and the guardbots each have a rating of 6. If he wins, turn to **201**. If he loses a life, turn back to **155**.

128

Sonic stands in the corner of the lift, waiting for the doors to close and the upwards journey to continue. The lift gives a loud groaning sound and a red sign starts to flash off and on. 'Emergency - lift jammed' it reads. Sonic thumps the button on the inside of the lift but it doesn't do any good. In fact, the thumping attracts the attention of some of the robots in the chamber, who stop what they are doing and start moving towards the lift. If Sonic wants to attack the pack of robots, turn to **136**. If he still has the gold cable from the gold robot, he can use it to lasso a hook on the ceiling and swing across the room (turn to **181**). Finally, if Boombox gave him a lightning attractor, he can press the button on it (turn to **263**).

129

The biplane is caught head-on by a bolt of energy and explodes into a noisy but badly-animated explosion that swallows it and Sonic as well. Lose a life and turn back to section **131**. If that was Sonic's last life, the words 'GAME OVER' spiral up and settle against the bright blue sky for a moment, then everything fades to static.

DO SONIC AND TAILS ASK HIM ABOUT THEIR OTHER FRIENDS (turn to **32**) or about how to defeat the big robot in *Botman* (turn to **70**)?

The blueprints are wet and muddy, but still readable. They're of the star-shaped building, not the robot, but by turning the plans upside down and squinting, Sonic can just about guess where things should be now. There's a big 'X' by the bottom of a lift-shaft, and as far as he can work out the lift goes all the way to the top of the Technobot, stopping four times along the way. The plans don't show what's at each stop, but some information is better than none and Sonic is grateful to his absent pal. Turn to **250**.



It takes Sonic a few minutes, but he's able to find all the right parts and equipment to make himself look like a passable, if short and slightly spiky, silver robot (write 'Robot armour' on Sonic's *Vital Statistics*). Apart from clanking slightly as he walks, the armour adds two points to Sonic's defences, so robots and other bad guys now have to roll 12 or more to hit him while he's wearing it. While digging through the piles of pieces, he finds two gold rings (write them down). Happy with his work, he heads for the roof. Turn to **296**.

135

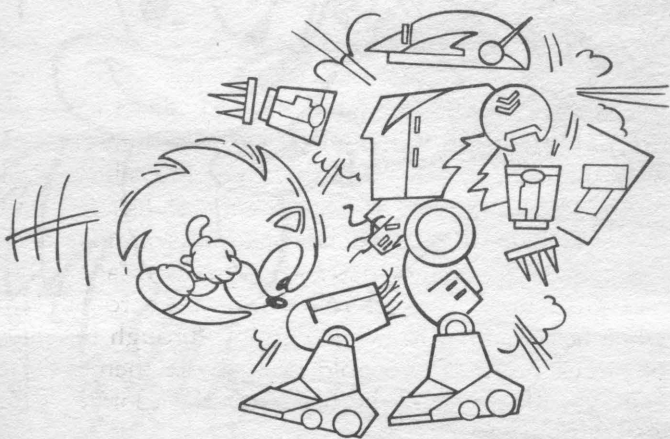
'I'll lead,' Sonic says boldly, and crouches to enter the tunnel. Once inside the roof gets higher and the two can walk along comfortably, although it's almost totally dark. Something clanks ahead of them. 'Robots!' whispers Sonic. 'You chill here. I'll attack.'

'It didn't sound like a robot,' whispers Tails. 'It sounded like – well, just metal. It could be a friend of ours.'

'Nothing metal is a friend of mine,' snaps Sonic.

'Why not shout something before you attack?' Tails suggests.

If you think Sonic is right, turn to **115**. If you think Tails is right, turn to **212**.



controls. They've been totally shattered by the blast from the Zap Cannon and there's almost nothing left. The joystick and pedals are just lumps of metal now, and the bank of control cartridges have melted into



139-141

scrap. Only one piece of the control panel is still complete and that's been badly burnt. In the middle of it is a socket that might take the end of some kind of cable, but that's not going to help Sonic if he can't steer the Technobot. Sonic has a brainwave and starts digging in his pockets. If he has either the gold cable from the gold robot or the black cable from the lift storeroom, turn to section 98. If he has neither, turn to section 240.

139

The big screen is switched on, but it's blank apart from the words 'ENTER PASSWORD FOR KEYCARD' displayed in inch-high letters on it. This is the only way Sonic can see to get a key for the door. Think of the password that Sonic is going to type in, then turn to 179.

140

One of the guardbots swings his pole and lands a heavy blow on Tails. It scatters his rings all over the room (cross all the rings off Sonic's sheet) and stuns him for a moment. The guardbot brings down his pole, aims along it as if it was a pool cue, and hits Tails – which is Tails's cue to hit the pool. Turn to section 187.

141

Sonic wipes the mud from the computer's screen. It seems to be working and is actually turned on – it's humming, and there are words on the screen. Sonic bends to read them: 'ENTER YOUR PASSWORD.'

If Sonic is going to try a password, turn to **21**. If he wants to smash the computer and get whatever is inside, turn to **255**.

142

Sonic looks at the yellow and black cable, and notices a metal coupling where two sections join together. He grabs the cable and yanks it apart.

The animals watching from outside the city walls are astonished to see a small black shape shoot up into the sky, trailing sparks and smoke. 'Whoah!' it screams. 'Uncooooo!' That's what happens when you disconnect a live power cable with your bare hands. If Sonic has no rings, he loses a life and must turn back to section **5**. If he has any rings he loses them all, and lands back in the arena. The cable lies in two parts emitting sparks, and the force-field has shut off. Turn to **117**.

143

The mine looks heavy but Sonic decides to try it anyway. He takes a deep lungful of air, and blows hard. It moves a little. So does Sonic, but in the other direction! He swims back, and blows again. The mine is definitely moving now, drifting slowly towards the door. Sonic watches as one of its spikes just brushes the metal surface of the door. There is a colossal explosion. Bits of metal zing past Sonic's ears, and he's blown backwards by the blast. Other mines, hit by the shockwave, bump into walls and explode as well. When the air clears, Sonic looks at the door. There is no door any more. He propels himself towards the opening and through it. Turn to **131**.

144

Sonic's so cool there's no way he could fall off a crane without being saved. His hands hit something round and solid, and he grabs it and hangs on. He's standing on a large round ball, fixed to something by a length of chain. From above him he can just hear a muffled voice: 'Irritating insectivore . . . Aggravating anthropomorphic animal . . . Ha! ha! ha! I'll get you this time . . . Where have you gone, blast your blue spiky hide?'

Sonic recognizes the voice – it's Robotnik! He's standing on the wrecking ball underneath the Egg-o-matic! Sonic's not one to miss a good opportunity, so he reaches up to the underside of the aircraft and gives it a good thump (mark down one 'Egg-o-matic hit' on Sonic's *Vital Statistics*). The machine's engine whines and it drops slowly towards the ground. Sonic looks down and sees a flat rooftop not far below. He jumps off the ball, lands safely on the roof, and watches as the Egg-o-matic flies off towards the star-shaped building, trailing dirty black smoke. Then he looks around and notices a pile of gold rings – eight of them! He grabs them (write them down), and jumps down to the street beside the building. Turn to 103.

145

The second Sonic grabs the keycard, slams it into the slot beside the door and rushes away into the distance. The door slides shut after him, and the room is quiet.

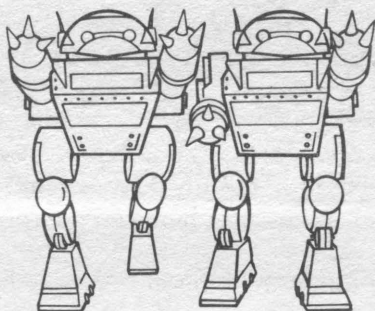
'Oh,' Sonic thinks to himself. 'Maybe he really was the real, original Sonic, and I am just a duplicate after

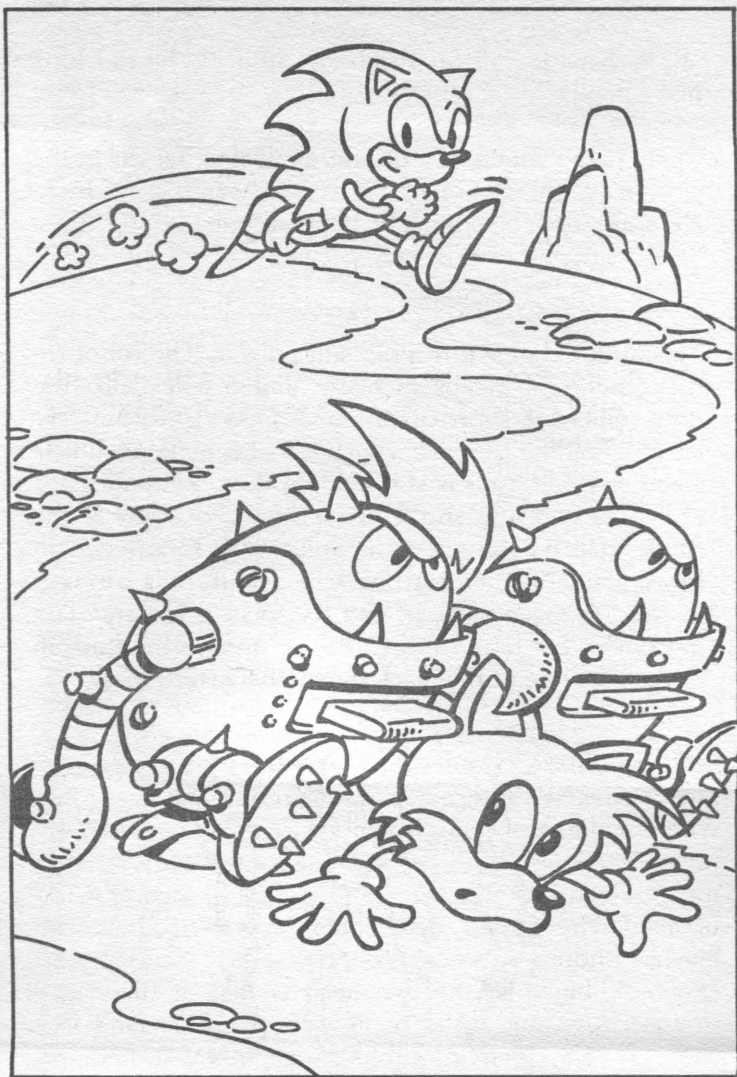
all. Perhaps it's all for the best. After all, he did look like a hero.'

There is the sound of a distant explosion, far off in the city. 'Yes,' thinks Sonic, 'I'm sure it was for the best.' He waits for something to happen, but nothing does. Sonic's adventure ends here.

146

Tails grabs the nearest pole and pulls it. The robot on the other end bleeps in alarm and topples into the pool, where it short-circuits and sinks. Unfortunately it's still holding the pole, which is metal; metal conducts electricity and Tails is still holding the other end. Poor old Tails gets the shock of his life! Cross off all the rings collected so far or, if Sonic and Tails have no rings, lose a life and turn back to **155**. If Tails survives his jolting experience, he can try to help Joe and Tux get out of the pool (turn to **62**) or dive to the bottom to retrieve one of the black things there (turn to **4**).





147

Sonic sprints northwards, along the trail of devastation. Soon he hears the sound of a familiar voice calling, 'Help! Anyone? Help me!' mixed with clanks and thuds. It's Miles Prower – better known as Miles the Fox, or Tails to his friends – and it sounds like he's in trouble. Sonic slows down and watches from behind a rock to see what's going on. Two bronze robots are holding the fox up by his twin tails and poor Tails is swinging between them, trying to thump their metal bodies and shouting for help. Sonic knows he has to help his buddy, but he's not sure how. Do you think he should attack the robots with a super-sonic spin attack (turn to 7), shout to distract them (turn to 203) or follow the robots and their captive to see where they're going (turn to 235)?

148

Something strange is happening. Standing outside it, Sonic watches the star-shaped building twist and turn, as if it was caught in an earthquake or a massive snake was trapped inside. Strange machines whine and groan. Sections of the building twist over and rotate, forming new shapes and fitting back in different positions. The whole building is changing, not into a different building, but something else, covered in a silvery, shiny metal. Then, with a slow and sinister creaking and hissing of hydraulics, the building stands up. It looks like an enormous metal Robotnik but it must be a kilometre high. Its massive head is lost in the dark clouds above and bolts of lightning flash around its enormous shoulders. It wobbles for a moment, finding

its balance, then takes a step forward. The whole city shakes; machines fall over and tall buildings begin to crumble.

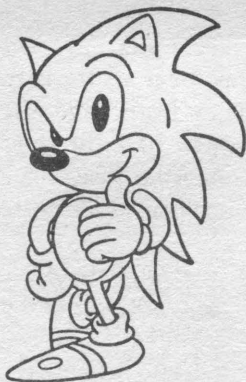
'It's the platinum robot – the Technobot!' breathes Sonic. 'It's just like level six of *Botman*!'

Slowly the massive machine raises its foot for another step, and Sonic realizes two things – it's heading towards the Green Hill Zone, and if he doesn't move fast, it's going to tread on him! The heroic hedgehog can dodge the foot and jump onto it as the Technobot strides past (turn to **276**); he can dodge and let the Technobot stride past on its way towards the Green Hill Zone (turn to **65**); or, if he has the gold cable from the gold robot, he can run ahead and make a tripwire (turn to **202**).

149

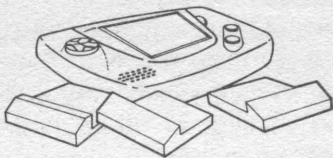
Sonic desperately punches the controls. The aerobot lurches and just avoids the first stream of bullets, but it's too sluggish and slow to dodge the next burst of fire and the bullets rip through the bot's wings, almost knocking Sonic off. Sonic must react quickly. Does he steer his stricken bot for one of the windows of the building (turn to **122**) or for the other aerobots (turn to **100**); does he abandon ship and jump for the attacking planes (turn to **192**) or for the ground (turn to **93**); or finally, does he try to fly the bullet-ridden bot to the top of the building (turn to **254**)?





150

Sonic thinks he can destroy the robot, but you disagree. Roll on his Coolness, against a 7. You're trying to lose this – you've got to convince Sonic that he's *not* cool enough to beat the gold robot. If your roll is 7 or over, turn to **180**. If it's 6 or less, Sonic can either duck out of sight and let the robot pass (turn to **249**), or he can climb onto a nearby building for a better view (turn to **61**).

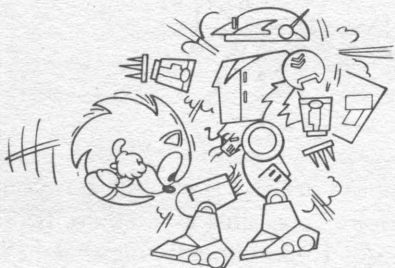


151

The cartridge slides into the slot. There is a beep, and the doors swing open. 'Come on, Tails!' Sonic grabs the cartridge from the slot and the two friends dash through the gap and into the city beyond. Turn to **30**.

152

Sonic doesn't have to beat all three robots to survive; just two of them. They both have ratings of 7, and he has to use his Strength to fight them. If Sonic beats both bots, turn to 96. If he loses his rings, turn to 15. If he has no rings and loses a life instead, turn back to 113.

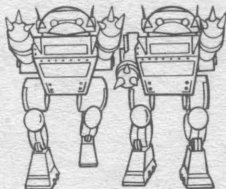


153

Sonic stands at the edge of the open doors, wondering if he's missed his only chance of survival. What if the lift cable breaks now – would he still have time to leap out? Thunder crashes and a flash of lightning shows Sonic what he would have jumped into – thin air, empty space, a sheer drop down to the Technobot's giant feet, pounding their steady way across the earth towards the Green Hill Zone. Sonic backs away, and the lift doors close. Machinery groans and the compartment begins to move upwards again.

Suddenly it comes to a jarring stop, tumbling Sonic to the floor. The doors open onto a huge room, filled with bronze and silver robots, all working strange machines. There are enormous hollow wheels with

three or four bronze bots running inside each one. The wheels are connected to huge generators, each one marked something different: 'Right Arm', 'Left Leg', and so on. On the far side of the room is a ladder, heading upwards. None of the robots have noticed Sonic, giving him a moment to think. Does he launch himself across the room in an ultimate super-sonic spin attack (turn to 136); does he put a cartridge in the nearest silver robot (turn to 233); or does he wait for the lift to start moving again (turn to 128)?



154

WHAAM! Something big falls from the sky and hits the ground all around Sonic, really hard. Suddenly it's strangely quiet but Sonic can't see anything new. He walks forward – and slams his face into an invisible wall. He's trapped inside a glass box like Sally's! The silver guardbot is trapped inside the cage too. It's wandering around, confused and bumping into the walls. It would be easy to destroy it, if Sonic wants to (turn to 28), or he can plug a cartridge into its slot (turn to 67).





155

'I'll show you the way,' says Boombox, and sets off down the tunnel. It's a long walk and Sonic and Tails feel almost as if they're lost in a maze, until finally they can see an exit ahead. Boombox points to it. 'That's the pool room,' he says. 'I'm not going in there – they almost caught me last time. I'll show your rabbit friend a way out of the city, but I can't help you here. Sorry.' He, Dancer and Johnny Lightfoot walk back down the tunnel. Sonic and Tails watch them go, then look out into the pool room.

The room is huge. At its centre is an enormous pool of steaming water. Above that, fixed to the ceiling, is a strange contraption with loops and tubes pointing down into the pool. It hisses and belches menacingly, and from time to time something black drops from one of the tubes, and sizzles as it hits the water. In the pool are Joe Sushi the walrus and Tux the penguin. They aren't enjoying themselves. The water looks very hot indeed and there are bronze guard robots around the edge, armed with long poles, and they prod the two animals with them every time they get close to the side. The robots' cartridges, notices Sonic, say *Eggs-ercise*.

Tails turns to Sonic. 'You tackled the last room,' he says. 'Let me try this one.' Sonic nods, not afraid to let his friend show off because he knows he can always rush to his assistance if something goes wrong. Tails can watch to see what's going on (turn to 207), attack the guardbots around the edge of the pool (turn to

197), dive into the pool (turn to 187) or leap up to the ceiling and grab one of the loops hanging there (turn to 273).

156

Quickly Sonic moves away from the deadly object, and looks around. In the distance are other dark shapes that must be mines as well. He's going to have to be very careful. If he wants to swim through the air towards the door, turn to 230. If he wants to head for one of the walls and crawl along it to the door, turn to 11.

157

Flicky shakes his head sadly, 'Sorry, old friend, but I can't do that. One passenger is my limit; I can't carry you both. I've only got little wings.'

Sonic is torn between two choices: should he do the heroic thing and let Flicky carry Sally to safety (turn to 51), or should he insist that, as he's the only one who can beat Robotnik, he should get the ride (turn to 200)?

158

Searching the cell doesn't take long. It's completely empty, but in the darkest corner is a narrow tunnel that looks as if something has chewed through the metal walls. Sonic and Tails can explore it (turn to 135), or they can try to get out through the hole in the ceiling (turn to 284). Or if Sonic has an *Eggs-terminate* cartridge, he can examine that (turn to 14).

159

It doesn't work. Sonic uses all of his effort and ingenuity to get past the flickering barrier, but at the end he's still on one side and Robotnik's on the other. Luckily, touching the force-field doesn't hurt, although it does tickle. Sonic can try to jump over the force-field (turn to 195), rip up the cables around him (turn to 256) or, if he has the gold cable from the gold robot, he can use that as a lasso (turn to 170).

160

Sonic smiles at Sally Acorn — she's a babe — and prepares one of his extra-special super-sonic spin attacks to demolish the robot. Because he's trying to look his best for this fight, Sonic must attack using his Good Looks. Luckily the robot isn't fighting too well either (perhaps it's trying to impress Sally as well!) and its rating is only 5. If Sonic wins, turn to 287. If he loses a life, turn back to 22.

161

A beam of energy flashes from the Zap Cannon and turns its target into charcoal. Luckily, Sonic has dodged out of the way, and it hit the Technobot's controls, which burst into flames. The Technobot pauses in mid-step — and keeps going! It's about to cross the edge of the Green Hill Zone, and Sonic must move fast if he's going to save his friends and his home. First of all, he's *got to finish* fighting Robotnik in the Egg-o-matic, rolling on his Speed to beat an 8, until the Egg-o-matic has taken a total of 8 hits. If Sonic misses, he must roll on his Quick Wits to beat a 6, or turn to

section 91. If Sonic beats the Egg-o-matic, turn to section 138.

162

Did Sonic get the telescopic sight from the Zap Cannon? If so, turn to 57. If not, he can't see anything else in the room. Does he drift in the air currents (turn to 283), set off for the door on the other side of the room (turn to 114), or head for a wall and crawl along it to the door (turn to 11)?

163

The doors slam shut and the lift jerks upwards. Sonic can feel it swinging from side to side with each step of the Technobot, and keeps his fingers crossed that its cable doesn't snap. Suddenly the lift stops and its lights flicker and go out. In the darkness, Sonic can just hear the faint sound of the doors opening, but it's as dark outside as it is inside and he can see nothing at all. Does he stay in the swaying lift (turn to 153) or take a chance and jump into whatever is outside (turn to 291)?

164

Sonic sneaks from bush to rock, careful to stay out of sight as the robots plod towards the gleaming shape in the distance. As they get closer, Sonic realizes just how enormous their destination is, with huge walls made of shining metal and studded with rivets. In the walls are two vast doors, standing slightly open. As the robots approach, Tails wriggles frantically and just as he is about to disappear into the city, pulls himself free from

one of the robots. He grabs the other and thumps it, and it explodes in a satisfying burst of sparks. The first robot trundles into the city, and the doors clang shut behind it.

Tails spots Sonic, and runs up to him. 'What's up, Sonic? Why didn't you save me?' Sonic doesn't know what to say. Turn to section **289**.

165

The lift doors close and it judders and shakes upwards. Sonic peers at the blueprints, trying to work out where he's going, but it's impossible to tell. The lift stops with a jolt. The doors open to reveal a corridor, with flickering neon lights on the ceiling and a door at the end. Between Sonic and the door are Boombox and Dancer, and between them and the door is a large silver robot, its arms raised to attack. The two animals look terrified. They haven't noticed Sonic yet. Sonic doesn't know how soon the lift will set off again, and it's the only way to get to the top of the Technobot, where the controls are. He can throw something at the robot to distract it (turn to **27**), he can spin-attack the robot (turn to **109**), or he can wait and hope that his friends escape on their own (turn to **163**).

166

The guardbot isn't ready for the impact of a small orange ball in its stomach, and topples backwards into the pool. Tails watches with satisfaction as it pops, fizzles and sinks to the bottom. Then he sees that the electricity sparking from the sunken bot is hurting Joe Sushi and Tux; they're yelping with pain. Tails can

the pylons. Sonic tugs to make sure it's on tightly, then half-jumps and half-climbs it, swinging over the top of the force-field and into the arena itself. He's free! The cable shakes itself loose and lands back in his pocket. Turn to **117**.

push as many guardbots as possible into the pool (turn to 226), he can attack the guardbots (turn to 197), he can dive into the water (turn to 187) or he can jump towards the loons on the ceiling (turn to 273).

171

Sonic searches until he sees the building. From up here it looks like some kind of large starfish, or perhaps a fat person lying on the ground, with a hollow area where their heart would be. All the scaffolding and construction robots have gone. Sonic sees something gleaming in the hollow. It's a chaos emerald! It must be powering the city!

Something big, gold and spiky moves out from behind the star-shaped building. Sonic only catches a glimpse before it goes behind another building, but it wasn't like any kind of robot that he had seen before. Something explodes and the crane shakes. Sally squeaks and almost falls off. Sonic steadies himself and looks down. A gang of robots are climbing up the crane, and one of them has blown up. Sonic can see that all their cartridges read *Eggs-plode* – if they all blow up, the crane will collapse! Does Sonic jump down to the ground in a foolhardy, devil-may-care way (turn to 262), does he start climbing down (turn to 51), or does he ask Flicky to carry Sally and himself away (turn to 157)?

172

The star-shaped building is at the centre of the plans, so it must be important. It has a big, heavily guarded door, but Sonic notices there's a back way in. It leads from a kind of pipe or tunnel through several rooms to the central area which, according to the blueprints, has no ceiling and is full of scientific equipment. Sonic tries to work out what else might be there, but the plans aren't that clear.

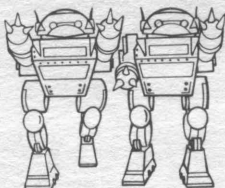
'Any ideas?' he asks Boombox.

'Sorry dude, not a clue,' replied the rat. 'I'm not too keen on this science stuff – I grew up in a laboratory, and it scarred me for life. Literally.'

Sonic can look for the city's power source on the plans (274), or browse through them looking for other clues (turn to 121).

173

Sonic stops running, sits down, puts his chin in his hands and tries to think. It's not something he does much, and it's a bit of a strain. Roll on Sonic's Coolness, to beat a 6. That means you must roll a dice and add the result to Sonic's Coolness score. If the total is 6 or higher, turn to section 264. If not, turn to section 236.

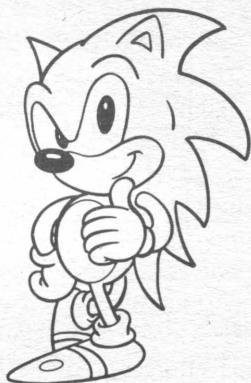


174

Tails swims towards the edge and, as he expected, a guardbot pushes him away with its pole. This time, Tails grabs the pole and starts climbing along it toward the robot. It hasn't been programmed for this, and keeps jabbing with its pole. This makes it easy for Tails to climb to the end, pull out its cartridge and insert the *Ren-egg-ade* one.

What happens next is most unexpected. The robot drops its pole and, arms waving wildly, rushes toward the other robots. It careens into them, knocking off heads and legs, and generally going berserk. After a couple of robots have been dismembered the runaway robot gets hold of a new pole and, using it like a bo-stick, smashes the remaining guardbots into little chunks of guardbot scrap, before crashing through the door and disappearing down the passage with an electronic whoop of triumph.

Tails helps Tux and Joe Sushi out of the pool, and points to Boombox's tunnel. 'Quick – go,' he urges. 'Anything could happen, so hurry.' The walrus and penguin head towards the tunnel. Turn to **201**.



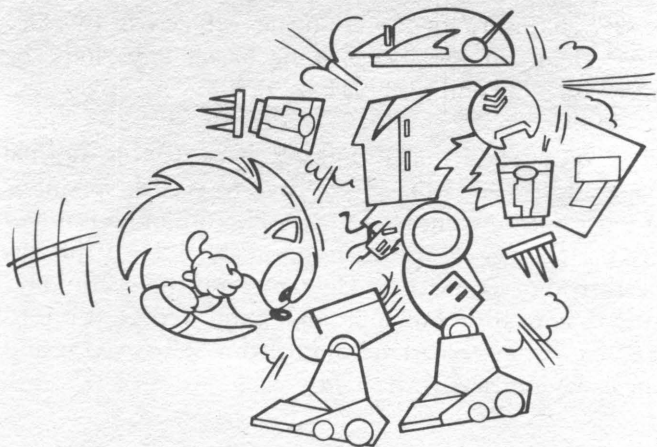
Flying at top speed, Sonic crashes into the side of the building. It bends slightly, about two millimetres. Sonic, on the other hand, is a pancake. To make things

worse, all his rings go bouncing off across the city (cross them off his sheet). If he hasn't any rings, he must lose a life and turn back to 241.

Once Sonic has pulled himself back to his normal shape and preened his spikes back to stylish spikiness, he must decide what to do now. He can find a bot and insert a *Pter-egg-dactyl* cartridge in its slot – if he has the cartridge (turn to 6). He can climb the scaffolding around a nearby building and jump across (turn to 118) or, if he learned to climb from Sally Acorn and fancies trying that, turn to 52.

176

Sonic batters his way through the robot army, leaping and bounding from bot to bot. Finally he bounces through the hole in the far wall, turns left and breaks into one of the fastest sprints of his life, away from the pool room. Normally he's eager to face Robotnik, but only when he's got some chance of winning. Experience has taught Sonic that there is no sense in fighting a battle if you know you're going to lose before you start. After twisting and turning through corridors and passageways, he emerges into an open area of the city, through a large metal door which clangs shut behind him. He pauses for a moment to get his bearings, and then considers his choices. To his left is a vast star-shaped building, which has bronze construction robots swarming over it, and off in the distance he can just see the city gates. He can investigate the building (turn to 193), head for the gates (turn to 16) or search for more of his friends (turn to 257).

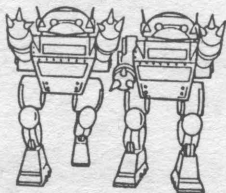


177

Sonic revs up, up and up. At last he lets go and rips through the machine like a loose cannonball, speeding through it as if it was candyfloss. Finally he smashes through the side, landing on the platform in the middle of the room. Behind him the machine explodes in a cloud of bad-smelling smoke. Five rings fly out and Sonic catches them (write them down). Sonic looks round. The conveyor belt has stopped and Boombox's friend Dancer is still on it, but Johnny Lightfoot has been swallowed by the machine. Sonic feels a lump in his throat at the thought of his friend's horrible fate.

Suddenly there is another crash from the defunct machine and a bronze robot smashes its way out. It looks just like Johnny Lightfoot might if he'd been encased entirely in robot armour with spikes on it. The

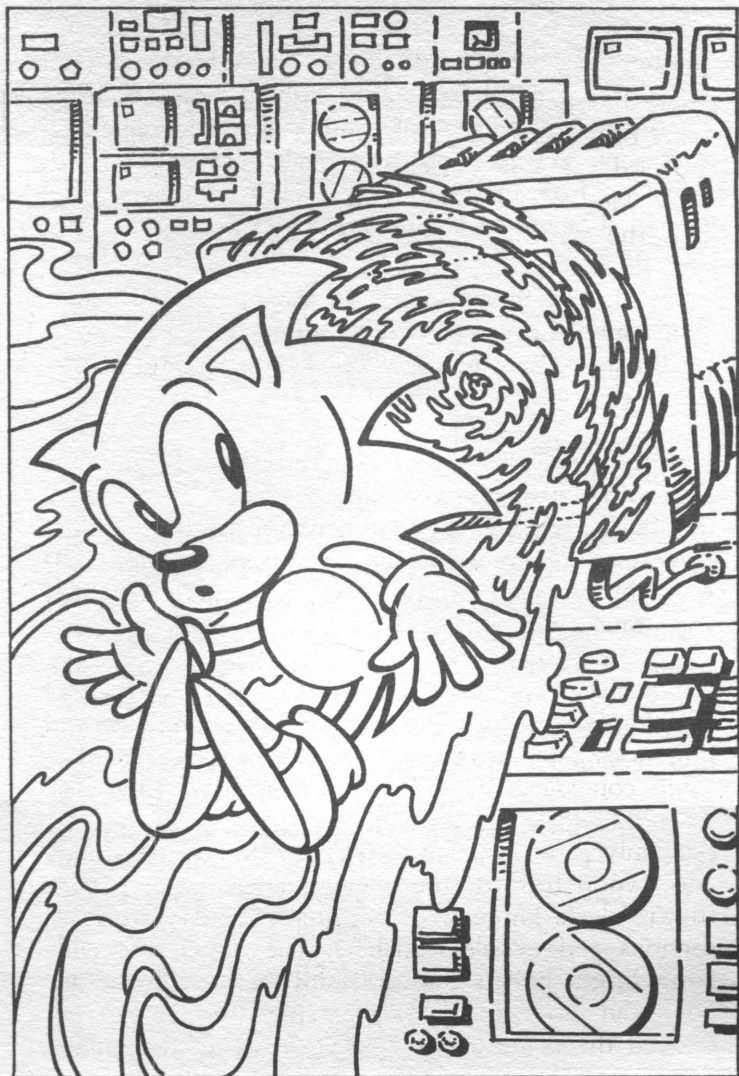
rab-bot dashes towards Sonic at high speed, fists raised. It's a fight! Sonic must fight the rab-bot using his Strength. The rab-bot's rating is 6, and remember that Sonic get no bonus from Tails because the fox is watching from the hole in the wall. If Sonic wins, turn to **112**. If he loses a life, go back to **123**.



178

The beam flashes from the Zap Cannon, but the hedgehog has already dodged and the energy bolt tears into the metal head of the Technobot. Pieces of red-hot metal scatter across the surface, hissing as the raindrops hit them. The Egg-o-matic swoops into the attack. Robotnik isn't laughing now and that's a bad sign — it means he's angry. Sonic must continue the fight, rolling on his Speed to beat an 8, until the Egg-o-matic has taken a total of 8 hits. If Sonic misses, he must roll on his Quick Wits to beat a 6, or turn to section **91**. If Sonic beats the Egg-o-matic, turn to section **258**.





179

Sonic bends over the keyboard and pokes the first letter of his password. Above him, the screen fills with a weird spinning pattern of lights and colours, like some kind of whirlpool or tornado. It's pulling him into the screen! Sonic grabs the keyboard to stop himself being sucked in. It holds him back for a moment, and then it snaps in the middle and Sonic slides into the screen! For a moment everything is pitch black. Then there is a burst of static, and Sonic's vision clears . . .

He's in a small biplane, flying through a bright blue sky with patchy clouds in the distance. Something's not quite right. There's no wind in his face, all the colours are really bright, the clouds look the same and everything except him has bitty, jagged edges as if it was drawn on graph paper or –

'Or a cheap computer! I'm in Robotnik's computer!' exclaims Sonic. 'Trust him to go for something with bad graphics. And –' he wiggles the controls of the biplane – 'awful controls. My Game Gear can do better than this!'

Suddenly three objects drop down out of the clouds and swoop towards the plane. They're not biplanes; they're sleek, impressive spaceships, armed with laser cannons and missile launchers. They open fire with large, bright bullets that drift slowly through the air. Sonic can shoot down the alien ships (turn to 40), try to land the plane (turn to 223), or avoid the bullets and fly past the invaders (turn to 299).

180

Sonic dives towards the robot, spinning like a dervish, but it sees him coming and dodges. For something so big, it's very fast. Sonic tries to attack again, but the huge robot keeps him on the defensive – he has to keep ducking its bullets, getting out of the way of its huge caterpillar tracks and dodging buildings that collapse when the robot misses him and hits them instead. He can't spot anywhere on the robot's surface that isn't bristling with guns.

'It must have a weak spot somewhere!' thinks Sonic desperately. 'Perhaps underneath, or right on top.' But he can't see it. With a lurch, the robot stops, revving its motor. A small turret on top splits open and a huge gun emerges, lobbing four bombs towards the hapless hedgehog. Sonic must roll on his Quick Wits to beat a 6 to avoid being hit by them. If he succeeds, turn to **225**. If he fails, he loses his rings (turn to **225**) or a life (turn back to **103**).

181

Sonic whips out the gold cable and tries twirling it around his head, but there are too many robots in the way. He can think of only one thing to do: leap into the air, spin it once, quickly, and throw it at the hook on the ceiling. That would be tricky even if he wasn't surrounded by robots; but it's his only chance. Roll on Sonic's Agility, to beat a 7, to pull off the manoeuvre. If Sonic makes the roll, the loop on the cable slips over the hook and Sonic swings over the heads of the robots, landing on the ladder at the far side of the room. He can't unhook the cable and has to leave it here

(cross it off his *Vital Statistics*); turn to **107**. If Sonic fails, the cable misses the hook and he is set on by the pack of robots and loses all his rings. If he doesn't have any rings, he loses a life and must turn back to **250**. Otherwise he has to either attack the robots (turn to **136**), retreat into the lift (turn to **128**), or press the button on the lightning attractor, if he has it (turn to **263**).

182

'I'll take the ones in front of us,' Sonic says to Tails, 'and you watch our backs.'

Tails turns round. 'They're all around us. We're surrounded.'

'Great,' says Sonic. 'Fantastic. No problem.' His voice sounds strange as it squeezes past his gritted teeth.

The silver robots make a circle around the two animals, and then suddenly stop moving. Tails drops his guard for a second. 'It's as if they're waiting for something to happen,' he says. 'I wonder wha-' It happens: a huge net falls from the sky, trapping them. The robots move in, wrap the netting tightly around them and carry them away. After a few moments Sonic and Tails feel the net loosen, but before they can react they're falling down a smooth metal chute, into a dark and dingy cell. Turn to **101**.

183

Sonic yanks at the joystick and pedals the pedals. Nothing changes the direction or speed of the platinum



196

The robot doesn't react as Sonic switches its cartridge, but suddenly it stands bolt upright, its eyes flashing wildly. It spins around, then does what Sonic guesses is a robotic attempt at a super-sonic spin, and runs at the nearest wall. CRASH! To Sonic's surprise it goes straight through, out of the cage, into the wall of Sally's cage. CRASH! through that cage and through the far wall. CRASH! Overcome with the strain, its arms and legs drop off. The robot's body falls over and it stares up at Sonic for a moment before its head topples onto the ground. Five gold rings roll out.

Sally is dead impressed by this. 'Wow! That was great, Sonic! Thanks for rescuing me. How did you make the robot do that?'

'Oh,' says Sonic nonchalantly, retrieving the cartridge from the collapsed robot and picking up the rings (write them down). 'When you're a super hero, that stuff's easy!'

What does Sonic say next?

'Teach me to climb the crane, so I can rescue Flicky?'

Turn to **10**

'Find Tails and tell him to bring help?'

Turn to **228**

'Do you know how to beat the giant robot in *Botman*?'

Turn to **124**

197

Some of the guardbots rush over to Tails while others move into strategic positions. Tails must beat two of the guardbots to have any hope of saving his friends in the pool. He must use his Agility ability, which is 3; both the robots are rated at 6. If he wins, turn to **290**. If he loses all his rings, cross them off Sonic's sheet and turn to **140**. If he loses a life, turn back to **155**.

198

The machines in the arena are covered with flickering lights, odd dials and hundreds of knobs and switches. Sonic quickly finds the biggest: it's tall and rectangular, with two poles reaching up into the sky. Sparks flicker between the poles, growing brighter with every flash of lightning. Sonic knows he can't work out how to operate the machine, so instead he grabs the front panel, tears it off, and starts ripping out the circuitry. Chips, motherboards, connectors, transistors and wires go flying. Sonic doesn't notice as a streak of lightning flashes down from the dark clouds, striking one of the machine's poles. He does notice as the enormous jolt of electricity arcs through the machine and into him, throwing him backwards and up, out of the arena. Turn to section **148**.

199

Sonic can see a mine floating not far from the doorway. He drifts over towards it, and examines it without touching it. Just how sensitive are its spikes? He can't tell. Sonic could waft the mine towards the door by

blowing it and waving his hands (turn to **143**), or he could risk touching it, pushing it towards the door (turn to **294**)?

200

Flicky and Sally look worried. Sonic senses he's said the wrong thing, so he quickly adds, 'When I'm on the ground, Flicky can come back for Sally.'

The two animals don't look any more convinced, but Sonic's the hero so they do what he says. Sonic holds Flicky's legs while the tiny bluebird flaps his wings and jumps off the crane, fluttering towards the ground. Sonic looks back, watching as Sally climbs down the tower. She moves fast, trying to avoid the robots climbing towards her, and dodges the first one. The second one is faster and grabs her. It pitches her at another robot, which swings one of its arms like a baseball bat, striking Sally with a crack that makes Sonic wince. The little squirrel's body flies away from the crane in a long curve.

'SALLY!' shouts Flicky. 'Let go of me, Sonic! I've got to find her! This wouldn't have happened if you weren't so egotistical!' He twists and kicks, and Sonic lets go of his feet, falling a short distance to the ground. He watches as Flicky flies away to search for Sally, and realizes that his lack of thought has lost him one friend, possibly two. Turn to **103**.

201

There is a huge crash from the far side of the room and an army of silver robots charges in across the

rubble of the far wall. Flying above them is the villainous Dr Ivo Robotnik in his Egg-o-matic, bright red to match his ridiculous moustache. Underneath the device is what looks like a huge metal fist.

'Sonic and Tails!' booms his voice, amplified to be heard over the noise of hundreds of charging robots. 'How eggs-quisite it is to see you – now it's time for your eggs-it. Ha ha ha ha!'

'Something smells bad – like a rotten egg!' Sonic shouts to his friends. 'You head for the exit – it's me he really wants.' The three animals run to Boombox's tunnel and disappear down it before the robots can react.

'Ha ha ha ha ha ha ha ha ha,' continues Robotnik, swooping the Egg-o-matic towards Sonic, leading his silver robot army. Does Sonic attack Robotnik's Egg-o-matic (turn to **92**), or his robot army (turn to **12**), or does he flee down Boombox's tunnel (turn to **214**)?

202

Sonic dashes ahead of the mighty monolith, wrapping one end of the gold cable round the base of a crane and the other round a pipe sticking out of the ground. If he's judged it right, the Technobot will put a foot down right here, and will trip as it takes another step. The ground shakes violently as the foot lands just where he expected. It dwarfs Sonic and crushes half a building with its toes.

'Wow!' the hedgehog thinks, 'I wouldn't want to have to find shoes to fit that!'

The robot raises its foot for another step – and it catches on the cable. For a second it's a battle between the two, then the cable snaps with a twang. Sonic can either leap onto the giant foot (turn to 276), or follow the robot as it heads towards the Green Hill Zone (turn to 65).

203

Sonic cups his hands round his mouth and yells, 'Hey! Metal morons! Over here! Come and get me!'

The robots don't notice at all. Tails, on the other hand, twists around and sees his friend. 'Sonic!' he shouts. 'Help me! I can't get free!'

Sonic thinks this proves what he's always known: Tails has never been as good as him. Once he's released him, he'll remind the young fox about this – over and over again. But first he's got to get Tails free. If Sonic attacks the robots, turn to 7. If he follows them to see where they're going, turn to 88.

204

Sonic thinks about the run-up he'll need to punch through a metal wall, then jogs back down the street for about a kilometre. He turns to look at the building, and can hardly see the spot he wants to hit from this distance.

He turns to look at you for a second. 'I'm not sure this is a good idea, but if you insist,' he says. He puts his head down and starts the long run-up towards his

target, building to a crescendo of speed and power as the wall gets closer and closer . . .

One of the great paradoxes of philosophy is what happens when an irresistible force hits an immovable object. The building is the biggest in Robotropolis, which makes it almost immovable. On the other hand, Sonic has been told by countless babes that he's irresistible. Just how irresistible is he? You'd better roll against his Good Looks to find out, to beat the building's immovableness which is 8. If Sonic makes it, turn to **122**. If not, turn to **175**.

205

Sonic pummels on the glass, then takes a flying leap at it, spinning like a flywheel. It doesn't work; the only thing damaged is one of his spikes which bends out of shape. The glass is too thick for him to smash it. Sonic looks round, knowing he's racing against time. Two ideas come to him: smashing the robot (turn to **245**) or slotting a cartridge into it (turn to **67**).

206

The silver robot twists, squirms and transforms itself into a small aircraft just big enough to carry Sonic. Its engine whirrs and it takes off as Sonic jumps on, zooming low over the robots advancing towards the spot where the hedgehog was standing a moment ago. Then the aerobot turns and heads vertically upwards, towards the ceiling. Sonic twists the controls but nothing will divert the psychotic plane from its mission of destruction. A moment before it crashes into the

229

'Who's running this joint?' asks Sonic. 'We've got a mega-sized bone to pick with him.'

'I don't know his name,' replies Boombox, 'but I'd recognize him anywhere. He's twice your height, with lousy taste in clothes, a nasty orange moustache, an evil laugh you can hear a mile off – and he smells of eggs. Rotten ones.'

'Robotnik,' says Sonic. 'I knew it! I wonder what crazy scheme he's cooked up this time.'

What question does Sonic ask Boombox next?

'What are you doing here?'

Turn to **46**

'Why are you wearing robot armour?'

Turn to **26**

'Have you seen our friends?'

Turn to **106**



230

Swimming through the air takes practice but Sonic quickly masters it. He has no problem avoiding the mines and soon reaches the door on the far side of the room. It's closed but there is a slot next to it, not big enough to take a robot carriage, so it must be for something else. From here Sonic can see a lever on one of the other walls. There's no sign of what it might do. He can head over to it and pull it (turn to **48**) or try to use a floating mine to blow open the door (turn to **199**).

231

Sonic stands as close to the edge of the Technobot's forehead as the cable will let him, and steers the giant machine towards the forest. The trees are tall and thick, with strong trunks and heavy branches, and they should slow the robot down. Sonic watches his friends scatter from the forest as the mountainous machine's footsteps warn them of its approach. The first enormous foot lands on the trees, snapping them like twigs. The next one does the same, like a man stamping on a flowerbed. The trees are no match for Robotnik's dastardly device. Sonic's destroying the forest, not slowing down the robot at all. Does he change direction towards the tallest cliff in the Zone (turn to **69**) or the deepest lake (turn to **265**)?

232

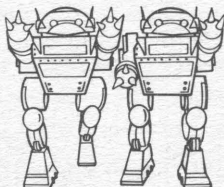
The door is like the other one: iron, covered with rivets and very solid. The slot beside it is about five centimetres across. There is a sign mounted above the slot, reading 'INSERT KEYCARD HERE.' Sonic would like to insert a keycard but he doesn't have one. Instead, he can inspect the bronze robots (turn to **9**) or the computer display (turn to **139**).

233

Sonic has to decide which cartridge to plug into the silver robot – it has to be one of the ones he has written down on his *Vital Statistics*. If he chooses a *Pter-egg-dactyl* cartridge, turn to **206**. If he chooses a *Ren-egg-ade* or *Eggs-plode* cartridge, turn to **244**. If he chooses a *Botman*, *Blitzkri-egg*, *Eggs-terminate*, *Eggs-ercise* or *Eggs-ecute* cartridge, turn to **56**.

234

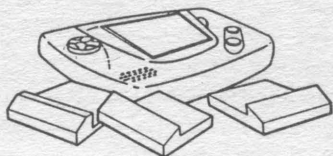
Hanging onto the tower for dear life, Sonic looks out over the city, and sees Robotnik's Egg-o-matic hurtling towards the crane. It has a huge wrecking ball fixed to its underside. Sonic can hear Robotnik's hysterical laughter over the Egg-o-matic's engine. The crane stops shaking for a moment and Sonic starts climbing down again – but stops as a silver claw grabs the girder beside his foot! There's a robot directly beneath him, but it hasn't realized he's there yet. If Sonic is going to attack the robot, turn to **275**. If he wants to avoid it, turn to **80**. If he's going to try to use a cartridge, turn to section **190**.



235

The robots head north towards a huge construction on the horizon. Sonic isn't sure what it is, but it gleams in the afternoon sunlight. The robots are aiming straight for it, ploughing through every obstacle that gets in their way. Poor Tails is having a hard time – the robots are letting his head bump along the ground, bouncing off rocks and dragging him through bushes and streams, so much that he howls with pain and anger.

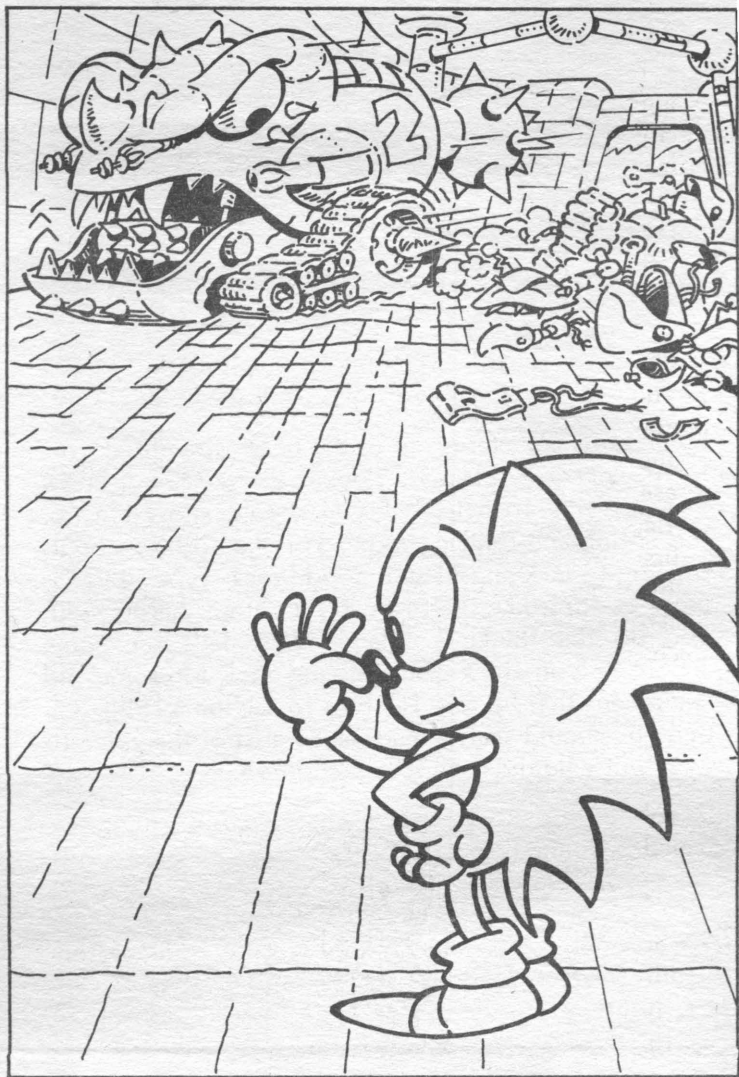
'They can't treat my buddy that way,' mutters Sonic. He's ready for a fight. If you think he should attack the robots, turn to section 7, or he can watch where the robots are going for a while longer by turning to section 88.



236

Sonic turns and stares out of the book, straight at you. He doesn't look pleased. 'Look, pal,' he says, 'I know you're trying to help, but you should know I'm not the sitting-and-thinking type. I'm the rushing-about-trusting-to-luck-and-natural-good-looks type. Life is more exciting like that. I do the exciting, heroic stuff, you do the thinking. Okay? Now, let's see some action!' If you think Sonic should look for some old equipment that he can use, turn to section 119. If you think he should search the trashed area of the Zone to work out who did it, turn to section 66.





237

The race is on! Sonic knows he must stay close enough to the robot to keep it following him, but not so close that it can shoot accurately. He sprints ahead, zig-zagging around obstacles and leaping over anything in his way, and the huge gold robot roars after him, running over small buildings and slower robots, and firing at anything that might be a target. The noise is incredible.

Finally Sonic sees the star-shaped building ahead, and can hear the other gold robot's engine. He keeps running until he can see both robots – then dives around the corner into a side-street and keeps running in case one of the robots follows him. He needn't have worried. The moment the two see each other, it's hate at first sight. Death-rays crackle, grenades thump, machine guns rattle and lasers light up the sky. The smell of burning metal fills the air. It's hard to tell which one is winning because of the smoke and noise. Finally the sound dies away, the smoke clears and both robots lie there, piles of scrap metal. It worked! Unfortunately the scrap metal completely blocks the main entrance to the building. If Sonic wants to search the robots, turn to 79. If he wants to enter the star-shaped building, turn to 251.

238

The aerobot is heading straight for the side of the building! Sonic panics and stabs at any buttons he can find, hunting for the 'Pause' control. He's forgotten that this isn't a video game, it's a gamebook, and the

only sort of 'Pause' control here is a bookmark. The aerobot swivels, flips, turns upside down and tries to fly through one of the building's windows. There are two problems, the window's closed, and the aerobot's wings won't fit through. It sticks in the window-frame, catapulting the surprised hedgehog through the glass and into the building. Turn to **122**.

239

The tunnel is like most of Boombox's—long, twisting and dark. Sonic follows it around, up, down, left, right, back up and down, until he's dizzy and bored. At last it ends and Sonic emerges into sunlight. He is standing in a square in the city. Bronze robots scurry around, ignoring him. Most of the buildings are two or three storeys higher than when he last saw them, and the colossal machines and devices are almost finished. Down one street is a large, star-shaped building covered in scaffolding, and many of the construction robots are hurrying in that direction. Sonic can investigate it (turn to **193**), or he can head towards the city gates (turn to **16**) or search the city for any more of his friends who are trapped here (turn to **257**).

240

Sonic produces his Game Gear. 'Well,' he says, 'I've got the control device, but nothing to connect it with.' He looks around the top of the robot, but there's nothing that would work. He slumps against the remains of the control panel, and watches helplessly as the giant platinum robot tramples the Green Hill Zone into the Brown Flat Zone. He did his best, but it looks like his best wasn't good enough to save his friends. Sonic's adventure ends here.

241

Finding the tallest building in the city is easy – just look upwards – and getting there is simple but, wonders Sonic, how does he get in? There's no entrance or way in, not even a window until the third floor. He can just see the Zap Cannon sticking out over the edge of the roof, way above him. Sonic can try smashing through the wall of the building (turn to 204), he can climb a nearby building covered in scaffolding and jump across the gap (turn to 118), or he can plug the *Pter-egg-dactyl* cartridge into a robot (turn to 6). If he learned how to climb from Sally Acorn and wants to climb the building, turn to 52. If he wants to go after the other gold robot instead, turn to 113.

242

The other hedgehogs look at him in surprise. 'No!' they chorus, 'I'm the original Sonic the Hedgehog!' Each one glares at the others. Sonic can attack one of them, hoping his original speed and energy will give him an advantage (turn to 169) or he can ask if any of them have a keycard for the door (turn to 208).

243

The platform is easy to reach, and the grinding, juddering machine is so close that Sonic can smell the burning oil in its engine. He can see Boombox and Tails gesturing and shouting something, which he can't quite hear over the din. Then he looks up to see the grapple swinging down towards him, its pincers open and menacing. Roll on Sonic's Agility, to beat a 6. If you succeed, turn to 85. If you fail, turn to 286.

244

The robot springs to attention, its eyes blazing with light. It spins on the spot, points at the largest machine in the room and sets off at a run, knocking other robots out of the way like bowling pins. Some of the other robots begin to move towards the machine to protect it, but the rogue robot batters its way through – and blows up! There is a burst of sound, light and heat, and bits of metal shower across the room. All the bronze robots in the room move towards the wrecked machine and start repairing it, while the silver bots all advance towards Sonic, their arms outstretched to attack! If Sonic wants to retreat into the lift, turn to **128**. If he wants to attack the robots, turn to **136**. If he still has the cable from the gold robot, he can use it to lasso a hook on the ceiling and swing across the room (turn to **181**). Lastly, if Boombox gave him a lightning attractor, he can press the button on it (turn to **263**).

245

Sonic leaps to attack the robot, but it twists out of the way, lashing out with its arms and forcing Sonic to duck quickly. 'At last!' he breathes. 'A real challenge!'

The battle is long and furious, but Sonic finally stands on top of his smashed opponent, the victor. He turns to Sally to see what she thought of his mighty fight, but she's slumped against the wall of her prison, not moving. 'Sally!' he shouts, 'SALLY!' Beating on the thick glass wall, he's overcome by emotion. This was why he was here, not smashing robots for fun, but to rescue his friends, and now he's let Sally suffocate –

which means Flicky will stay trapped as Sonic can't learn how to climb the crane now. Next time, he vows, he'll take things more seriously. Turn to 103.

246

The hedgehog cannonball whizzes upwards towards the pylon and the emerald on top of it, and grabs it as he hurtles past! There is a crackle as cables fall away from it, but none of the machines go off – the city must be getting its power from the lightning now. Clutching the emerald, Sonic falls back towards the ground. Either the wind carried him, or he jumped further than he thought. He's going to land outside the star-shaped building; turn to 148.

247

Sonic and Tails zoom away from the silver robots, who speed up to follow. They're fast and they know the layout of the city, whereas the fleeing friends don't. Several times the duo turn a corner to find a pack of silver robots waiting for them, and several times they are almost caught. Finally, with a pack of pursuers right behind him, they duck into an alleyway – only to find that it's a dead-end. Sonic screeches to a halt and looks at Tails. 'Well, old pal,' he says, stepping backwards, 'this looks like it's the enndddddddddd –'

The ground has opened under him, and he and Tails are plummeting down a long, twisting tube made of smooth metal. After a fall that seems like it lasts for half a minute, because it does, Sonic hits the floor first and Tails bounces off his back. They are in a dark cell. Turn to 101.

248

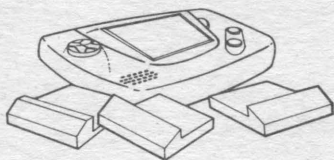
'Ow! Help me! This guy's a robot!' shouts Sonic, trying to pull his hand free of the iron Sonic's handshake. With a huge effort he tugs it free – and the robot's hand comes away with it, trailing oil and cables over the floor. The other two Sonics take one look, and all three leap into spin attacks, pulverizing the fake hedgehog so much that there's nothing left but a pile of scrap on the floor.

'Nice one, guys,' says Sonic. 'Well, that leaves three of us.' He notices the keycard lying on the floor, and puts it on the computer. 'The real Sonic can use that when he's the only one left.' He's feeling a little confused now – is he actually the original, or one of the duplicates who *thinks* he's the original? Sonic's not sure any more. He shakes his head and tries to think of another test. He can ask the others about *Botman* (turn to 58), look at them to see if he can spot any mistakes or differences in their appearances (turn to 270), or challenge them to a race (turn to 186).

249

Sonic dives behind a huge piece of pipe as the robot rumbles by, and peeks out after it. It's hard to get a clear view, but it's very big, gold-coloured and covered in guns and weapons. It's on two large caterpillar-tracks which move it quickly through the streets. A bronze robot walks into the road ahead of it. Two of the gold robot's guns track it for a moment, then BLAM BLAM BLAM BLAM BLAM and all that's left is a cloud of bronze smoke. Sonic can attack the

massive metal monster (turn to **180**), climb on a building to get a better look (turn to **61**), sneak past it towards the star-shaped building (turn to **288**), or duck back into the alley (turn to **225**).



250

The lift shudders and sways with every step of the giant Technobot, and Sonic is thrown from one side to the other. He can still hear the crash of the thunder from outside, mixed with the thudding and clanking of the robot. A moment later the lift stops and its doors open. It leads out to a small store-room of some kind, with shelves covered in odd items: a vacuum-tube computer, boxes of transistors, a jar of moustache wax, a half-built robot made of wood, and thirty six pairs of black trousers with an eighty-inch waist. There are also four items within Sonic's reach, but he can only grab two of them (one in each hand) before the lift doors close. What does he pick?

A short black cable with small plugs
at both ends?

Turn to **63**

A box of cartridges?

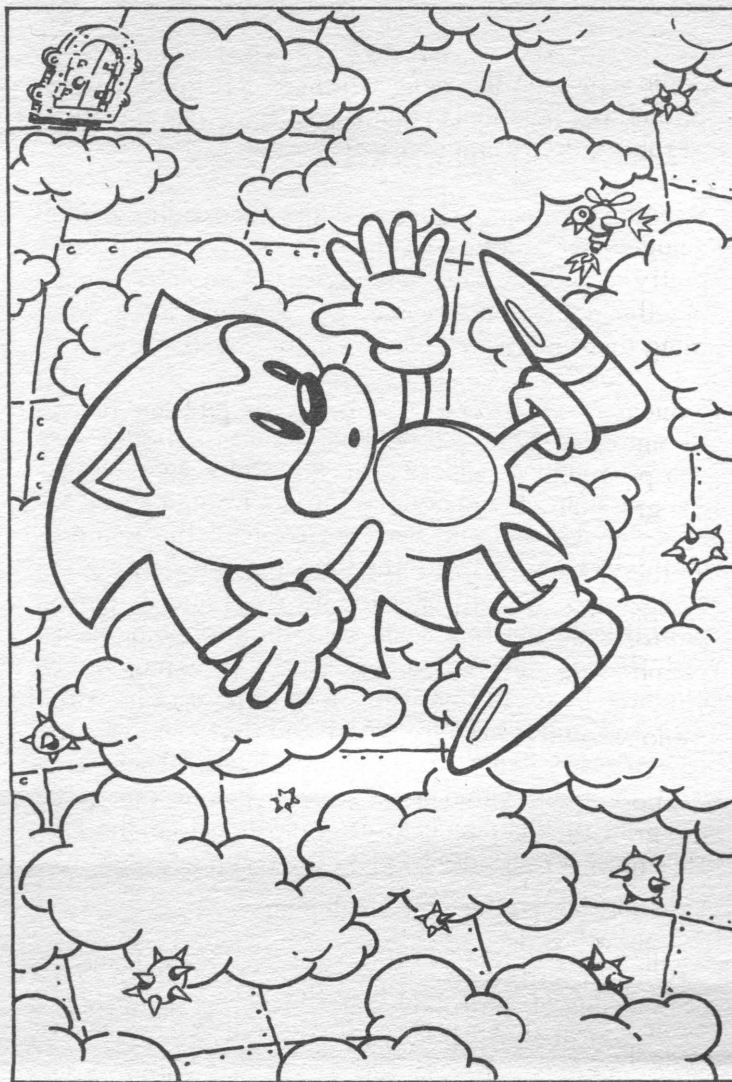
Turn to **8**

Some kind of control device?

Turn to **47**

One of Robotnik's power-up
computers?

Turn to **297**



251

Sonic stands on the robot wreckage, celebrating. 'Hey, Boombox!' he shouts. 'Me Sonic – mighty destroyer of robots! Pretty stupid machines, eh?'

Boombox appears from where he's been hiding behind a huge valve and surveys the damage. 'Well, someone's pretty stupid,' he says. 'This mess is completely blocking the doors. You'll never get through. It's a good thing that there's another way in, or you'd be stuck.'

Sonic gets off the pile of broken robot bits, and he and Boombox walk around the building. On the other side is a pipe with a grille over it. Boombox starts pulling the grille off.

'Is this it?' asks Sonic. He turns to look at you, 'Hey! Hedgehogs aren't meant to go down pipes – that's a job for plumbers, and if you want to play around with plumbers then you're reading the wrong gamebook!'

'Who are you talking to?' asks Boombox.

'Nobody you'd know,' says Sonic. Together they prise the grille off the pipe. Sonic looks into its dark depths. He's not happy about going in but he knows that duty calls.

'Well,' says Boombox, 'I've got to check Dancer's okay. Do well, man, and take this for luck.' He gives Sonic a gold ring (write it down), and watches as the hedgehog crawls into the pipe.

The pipe stays flat for a few metres, then slopes downwards. It gets steeper and steeper, until Sonic decides to roll into a ball. He rolls faster and faster, reaching incredible speeds, so fast that he hardly notices as the slope levels off. WHAAM! He ploughs through another grille stretched across the pipe, and is spinning in free-fall. He unwinds and looks around. He's in an enormous room, floating in the air between walls which are hundreds of feet away. Little fluffy clouds float between the walls, and a couple of aerobots are flying around. In the far distance, on the opposite wall, he can just see a door. Sonic can drift for a while (turn to **283**), he can try to swim through the air towards the door (turn to **114**) or he can look around for anything interesting (turn to **162**).

252

Held firmly by the robots, Sonic can do nothing but listen to Dr Robotnik's fiendish voice, which is still laughing. 'Ha ha ha,' it goes, 'ha ha ha! Foolish hedgehog, I have you ready to be scrambled!'

'And I'll escape again!' shouts Sonic.

'Not a chance, you irritating insectivore. My robots have been most eggs-cellently programmed to deal with you until I have destroyed your beloved Green Hill Zone with the magnificent Technobot – ha!'

The mad scientist is still laughing as the robots lift Sonic above their heads and carry him away. They're holding him so tightly he can't try to spin or escape,

but he could reach down to grab a cartridge from one of them (turn to 43). If Sonic thinks that's a bad idea, turn to 102.

253

Sonic turns round, his arms raised. 'Hold it, hold it! Pause the book here, time out – cut, okay?' He walks to the front of the page and looks out at you. 'Now look,' he says, 'I want a word with you about this "running away" idea. I'm not happy with it, not happy at all. Running away is a human thing, not a hedgehog thing, and definitely not a cool blue hedgehog thing. Got that? Savvy? Okay, let's get this show back on the road.' He turns away for a second, then looks back at you. 'Is this post-modern, or what?' he asks.

Ahem. Now, if Sonic wants to attack the robots, turn to 152. If he wants to lure them in front of the gold robot, turn to 104.

254

The aerobot's engine sound begins to rise and it starts to spiral towards the ground. Black smoke is pouring from a gash in the fuselage. Sonic yanks at the controls, trying to gain some height or pull the craft out of its dive, but only manages to pull the control pad off. The ground is coming up fast. Pilots say a good landing is any one that you can walk away from. Sonic doesn't walk away from this: the aerobot hits the ground and he bounces off. It's completely wrecked, there's no chance of getting its *Pter-egg-dactyl* cartridge back. He sighs, and looks for another way up. He can

try smashing through the wall of the building (turn to **204**), climb up the scaffolding on a nearby building and jump across (turn to **118**), or he can climb this building if Sally Acorn taught him how to do it (turn to **52**). Alternatively, he can find another silver robot if he has another *Pter-egg-dactyl* cartridge (turn to **6**), or he can give up and go to find the gold robot by the city gates (turn to **113**).

255

Sonic backs off a few paces, runs up, jumps and spins in the air, bouncing precisely off the top of the computer. It goes 'phut' and blows up in a shower of sparks. Inside are ten glittering gold rings. Sonic takes them (write them down on his *Vital Statistics*) and wonders what to do now. If you think he should search the wrecked part of the zone, turn to section **66**. If he hasn't used the spring yet and you think he should, turn to section **59**. If he ought to sit down and think about things, turn to section **173**.

256

There aren't any machines inside the force-field with Sonic but he notices two large cables which run under it and over to where Robotnik is standing. One is a ribbon-cable (lots of different wires stuck together to make a flat ribbon; computers use them a lot) and the other is thick, with black and yellow stripes. Which one does Sonic disconnect: the ribbon cable (turn to **13**), or the black and yellow cable (turn to **142**)?

257

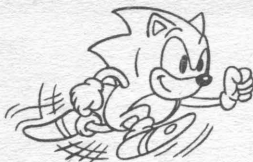
Sonic wanders the city for a while, wondering exactly what's going on. All this energy and effort has to be for something, but Robotnik didn't give anything away except vague hints.

'Whatever it is, I'll bet it's despicably evil,' Sonic says out loud to a passing bronze robot. The robot ignores him completely, as usual. 'You robots make rotten company,' Sonic continues, kicking the spanner out of another robot's hand. The robot scurries away, picks up the tool and keeps working as if nothing had happened. Sonic wishes for a friendly face or a voice he knows. Was that his imagination, or did he just hear a trill of birdsong? It sounded familiar too, like one of Flicky the bluebird's tunes. It couldn't have been his imagination – could it? If Sonic looks for Flicky, turn to **83**. If he heads towards the city gates, turn to **16**. If he investigates the star-shaped building he saw earlier, turn to **193**.

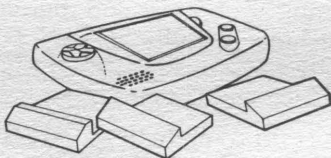
258

Explosions throw the Egg-o-matic across the sky, almost dislodging Robotnik and burning his moustache. The machine is badly damaged and smoke is pouring out of it as Sonic watches it drop out of sight, below the level of the giant robot's round platinum belly. Sonic must do something quickly; the Technobot has just crossed the border of the Green Hill Zone and is leaving huge square footprints all over his home. The hedgehog dashes over to the robot's controls and looks at them. There's a joystick and pedals, buttons,

switches, lights and a bank of control cartridges, held in place by a metal bar. Sonic also notices a small socket. He can try to steer the robot with the controls (turn to **183**), examine the control panel closely (turn to **98**) or try using the Air Taxi Caller, if he has it (turn to **268**).

**259**

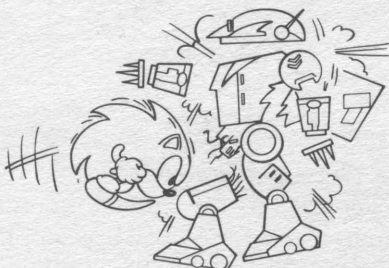
Sonic grabs a piece of metal and hurls it over the top of the gold robot. It hits the ground, bounces – and is reduced to molten scrap by a blast of purple death-ray from the machine. Sonic watches as the robot's guns point at the pool of melted metal, then slowly trace the piece of metal's path through the air, back towards its source! Sonic knows what will happen if the bot spots him, so he dashes away to the alley where Boombox is hiding. Turn to **225**.

**260**

'What should I know about this room?' asks Sonic.

'The floor's electrified,' says Boombox. 'That's why I haven't rescued Dancer or your friend. Stay off the floor!'

Sonic can ignore his new friend's advice and jump down to the floor (turn to **272**), he can jump to the platform in the middle of the room (turn to **243**) or onto the swinging grapple (turn to **219**).



261

Sonic dashes towards the Technobot's controls. Too late he remembers the two important things his mother taught him as a small hedgehog: 'Never cast a clout before May is out; and never turn your back on an enemy.' The end of the Zap Cannon barrel hits Sonic from behind, pushing him over the controls and off the edge of the Technobot's head. He falls and falls, turning end over end, past the Technobot's chin, its mighty stomach, its knees and finally its feet. Oh no, the foot! Sonic lands on the Technobot's left foot, making a deep hedgehog-shaped dent in it. If he has any rings he loses them; if he has no rings then he loses a life. Either way, turn to **276**.

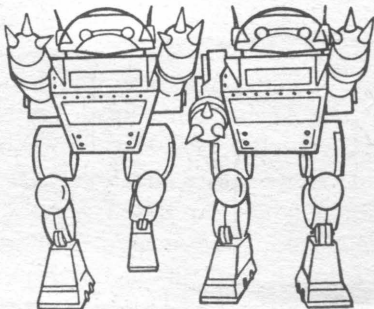
262

Sonic jumps off the tower and hurtles towards the ground like a cannonball. Roll on Sonic's Strength, to beat a 9. If Sonic makes the roll, turn to **111**. If he fails, he either loses his rings or a life. If it's rings, cross them off your sheet and turn to **111**. If he loses a life, turn back to **64**.



263

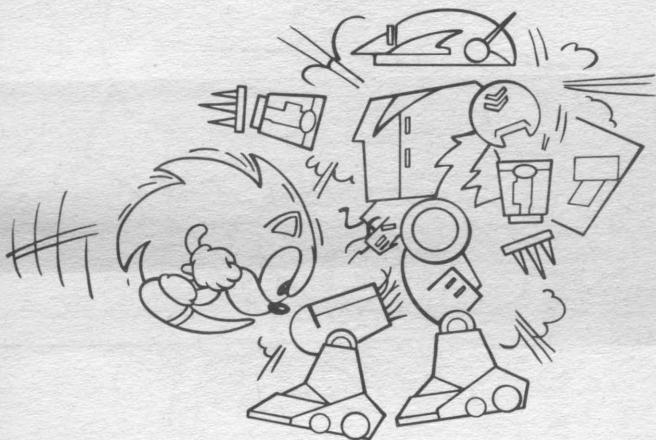
Sonic presses the button on the lightning attractor. The strange machine hums and gets hot, but otherwise nothing happens. Does Sonic hold onto the device (turn to **17**) or throw it into the pack of robots (turn to **282**)?



264

After a few minutes, and helped by a bar of chocolate from his metal sandwich box, an idea forms in Sonic's mind.

'The last time the Zone was this quiet was when that berserko Robotnik kidnapped all my friends, trying to take over the world. I beat him that time no sweat, but nobody's heard anything about him for ages, so he could have been plotting something. Old egg features could be trying to scramble Mobius again!' Sonic doesn't get scared easily, but he is worried for his friends. If you think Sonic should search the wrecked area for more clues about what's happening, turn to 66. If you think he should use some of the abandoned equipment, turn to section 119.





265

The Technobot responds to Sonic's controls, and begins to lumber its massive way towards the lake. All Sonic's friend have heard the robot coming and have scattered, leaving him a clear path as the gigantic juggernaut pounds its way forward. One of the huge feet lands on the beach, sinking deep in the sand, and the next foot is in the water. The Technobot moves slower as it wades deeper into the lake, and Sonic can hear snapping, crackling and popping noises from below. The water covers the giant machine's knees, then reaches up towards its hips – and the Technobot stops. There's an explosion from somewhere underwater, followed by another one in the machine's chest, and it slowly starts to fall over. Does Sonic jump into the water below (turn to **34**) or, if he has the Air Taxi Caller, does he press the button on it (turn to **189**)?

266

Tails swims towards the side – but as soon as he gets close, two guardbots rush over and use their long poles to push him back to the middle of the pool. Tails can grab one of the robot's metal poles and pull it into the water (turn to **146**), he can dive down and get one of the black things on the bottom of the pool (turn to **4**), or he can try to help Joe and Tux out of the pool (turn to **62**).

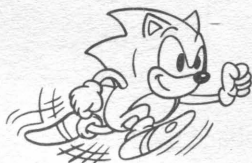
267

Sonic reacts badly. He flails his arms and legs, trying to get away from the mine. One of his red shoes hits it, and there's a burst of light and noise that fills the

hedgehog's whole world for a second. If Sonic has no rings, lose a life and turn back to **251**. If he has rings, he loses them all. When he recovers from the explosion, he can either head for a wall and crawl along it (turn to **11**), or he can swim through the air towards the door (turn to **230**).

268

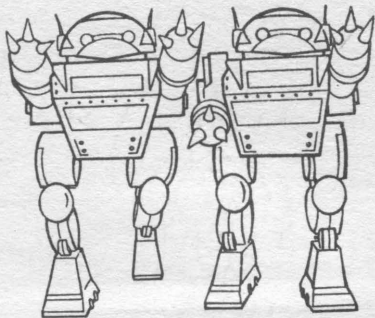
Sonic presses the button on the device and it bleeps. After a few seconds, a silver aerobot flies down and lands next to the control desk. Sonic can get on it (turn to **49**); if he doesn't get on it flies off. Alternatively, he can try using the Technobot's controls if they haven't been destroyed (turn to **183**) or he can plug in a cable, if he has one (turn to **98**). If none of those seem like a good idea, he can watch and wait (turn to **240**).



269

After a few seconds Sonic starts tapping his foot in impatience, and turns and looks at you. 'Hey, smart-bonce,' he says, 'are you sure waiting here is a good idea? I'm stuck in Robotnik's clutches and you want me to hang around and see what happens? You're the brains so I'll take your advice, but I don't think . . .' He stops and sniffs the air. 'What's that smell?'

You can smell it too: a strange odour that tickles your nostrils and makes you feel sleepy. Sonic is wobbling on his feet, and your eyelids are heavy. As you collapse to the floor the last thing you see is two robots entering the room. Sonic tries to put up a struggle but the sleeping gas is too strong and they drag him away. When you wake up there is no sign of Sonic. You're stuck here, in this room, on your own. It's Game Over for you.

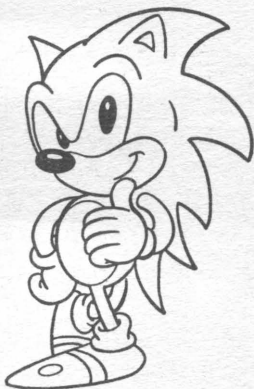


270

Sonic looks the others up and down, but has to admit that they're just like him – the same stylish spikes, the same ace red trainers, the same devil-may-care attitude. They're so cool he almost feels over-awed by them, until he remembers that he's just as cool – no, he's cooler because he's the original, and they're just copies. Aren't they? Sonic can challenge them to a race (turn to 186) or ask them about *Botman* (turn to 58).

271

Sonic dives to the right and the beam of energy vaporizes a huge section of the building where he was standing. He feels the heat through his trainers, and can see the coils around the cannon's barrel glowing again, ready for another shot. Does he jump across the gap to the building with the Zap Cannon on it (turn to 296) or climb back down to the ground (turn to 19)?



272

Sonic jumps down to the metal floor. The moment his feet touch it, an electric current zaps through his body. Sparks arc between his spikes. The whole floor is electrified! If Sonic has no rings, he loses a life and must turn back to 123. If he has rings he loses them all (cross them off), and must now choose whether to jump for the platform (turn to 243), the grapple (turn to 219) or onto the machine itself (turn to 55).

273

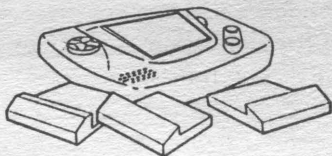
Tails rushes across the floor, dodging guardbots, and throws himself into the air towards the loops on the ceiling. It's a beautiful leap, with half-twist and double-gainer, but as Tails grabs for the loops, they come off in his paws. He falls into the pool with a splash, a very surprised expression and two gold rings (write them down). Turn to **187**.

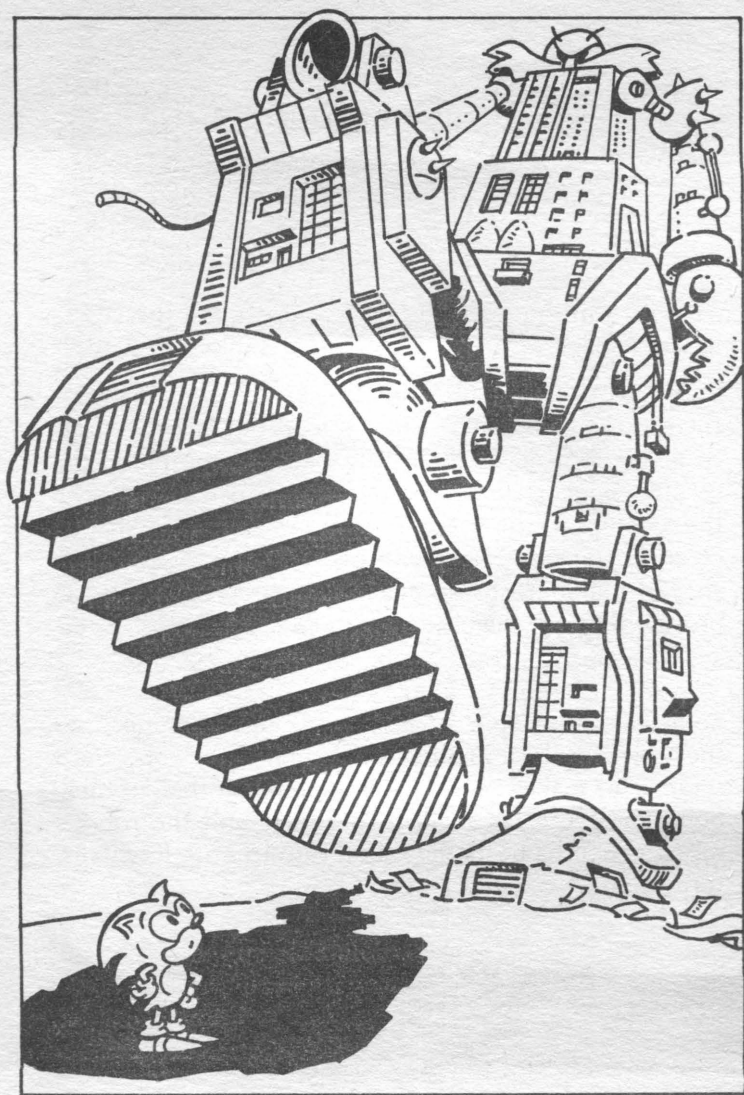
274

Sonic spots the symbol for power cables, and traces them through the city. They spread out like the roots of a tree, but all of them lead back to one place: the central, open chamber of the star-shaped building in the centre of the city. There's no sign of what is creating the power there. Sonic can look at the star-shaped building on the plans (turn to **172**), or he can browse through them (turn to **121**).

275

Sonic can't do a spin attack because he's hanging onto the tower, so he'll just have to pummel the robot into scrap. This makes the attack more difficult than normal. Sonic must use his Agility to attack, and the robot's rating is 8. If he beats the robot, turn to **298**. If he fails, turn to **194**.





276

Sonic grabs the edge of the robot's boot (size 23,000, extra-extra-wide fitting) and hauls himself onto it. It's a bumpy ride and the hedgehog has to hang on with all his might not to be shaken off. As he hangs on, he looks around and notices a dark patch by the Technobot's ankle. He crawls closer and sees it's not a patch, it's a hole leading inside the robot. He can guess who made it from the gnawed teethmarks around the edge, the trademark of another Boombox tunnel. The foot lands and Sonic dashes for the safety of the hole. He makes it before it lifts off again, and hangs onto the side for safety. A piece of paper wraps round his hands – it's fixed to the inside of the tunnel, and Sonic recognizes the blueprints of the star-shaped building that Boombox found. There's a note attached, which reads as follows:

'Dear Sonic, I left this here because it might be useful for you. The X marks where you are now. Love, Boombox.
P.S. press the button.'

Sonic spots a red button underneath the plans. He presses it and a hidden door slides open, revealing a small compartment. Sonic jumps in, the door closes and the compartment starts to move upwards – it's a lift! Does Sonic look at the blueprints (133), or stay alert in case he's attacked (turn to 250)?

277

Tails takes another deep breath, dives down, takes firm hold of the plug and pulls with all his might. It comes loose with a lurch and a long sucking noise that he can

hear, even underwater. The water rushes down the opened drain-hole, and it takes all of Tails' strength not to be pulled down too. Soon there are only a few centimetres of water left in the pool and Tails, Tux and Joe Sushi splash their way to the ladder at the side of the pool and start to clamber out. The moment Tails reaches the top he is boffed on the head by a robot, swinging its pole at him. The robots have gathered around the top of the ladder, waiting for the three to climb out.

Sonic, meanwhile, has watched all this from the mouth of the tunnel and decided that he should join in. He can attack the robots closest to him (turn to **127**), he can rev up and do a super-sonic spin attack into the robots, knocking as many out of the way as possible (turn to **105**) or he can sneak up on one of them and put a cartridge into its slot (turn to **23**).

278

Sonic dashes away, not looking where he's going, and trips over the remains of the silver robots! The gold robot thunders towards him, firing all its guns ... Sonic must roll on his Agility to dodge the bullets, once for every point that he missed the last Speed roll by. If he makes them all, turn to **237**. If he loses his rings, cross them off and keep trying. If he loses a life, turn back to **113**.

279

Sonic hammers on the doors. One of them opens just enough for a robotic eye on a stalk to peer out.

'Intruders?' rumbles a voice from inside. The eye spots Sonic and Tails. 'Intruders! INTRUDERS!' The door opens further and three bronze robots rush out, each with a cartridge reading *Eggs-terminate* implanted in its chest. They look ready for a fight. Roll against Sonic's Agility rating, to beat a 7. If you succeed, Sonic and Tails dodge past the robots and into the city (turn to 30). If you fail the roll, or if Sonic and Tails would prefer a fight, turn to 77.

280

Sonic presses the button on the lightning attractor. It begins to hum, but the hedgehog has already hurled it at the Egg-o-matic. His aim is perfect: the small device flies through the air and lands between the edge of the cockpit and Robotnik's wide waist. The portly pilot drops the controls and pulls at the attractor, desperately trying to get it away from his machine. He's still pulling when a streak of lightning arcs down from the black sky and strikes the Egg-o-matic with a flash and boom. Turn to 258.

281

Sonic rushes at the crane, but it's no good. His trainers simply don't give him enough grip to run up the side, and after a few metres he slides down. He'd never get up the vertical part of the crane's tower.

'If hedgehogs were meant to climb things, they'd be monkeys instead,' he mutters, then turns to glare angrily out of the page at you. 'Stop looking so smug, you ape-descendant. I know you could climb it, but

the noise is deafening. Sonic is pushed, poked and buffeted by bits of metal and cogs until he almost

you're on the other side of the paper. So come on, got

287

forgets who he is. Hedgehogs don't normally stand for this sort of treatment! Does Sonic burst out of the machine with a super-sonic spin attack (turn to 177), or does he wait to see what happens (turn to 95)?

287

The robot may look tough but it disintegrates as Sonic hits it. That was strange, thinks the hedgehog, it was almost too easy. The normal sort of smashed-robot debris is scattered around, plus a curious black box, which is ticking. Sonic dives to the floor and puts his hands over his pointy little ears. A moment later the box explodes with a deafening bang and the tinkle of falling glass. It's cracked the glass cage and blown a hole in one side. The whole thing is wobbling. Sonic dashes in, grabs the stunned Sally and pulls her out before the rest of the glass cage comes crashing down with a sound like fifty chandeliers being run over by a steamroller. Sally is stunned but not hurt, and she's very grateful for being rescued. Sonic quickly tells her what's been happening, saving all the really exciting bits for later when he can tell them properly in front of all his friends.

What does Sonic say next?

'Find Tails and tell him to bring help?' Turn to 228

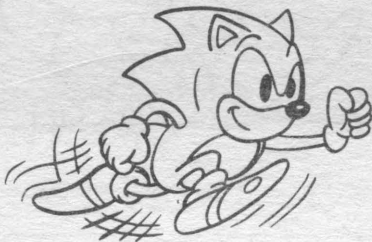
'Help me to climb the crane and free
Flicky?' Turn to 10

'Do you know how to defeat the giant
robot in *Botman*?' Turn to 124

288

Sonic knows from the plans that the star-shaped building is close. He creeps towards it, hiding behind every large object along the way and slinking through the shadows, being as careful as possible that nothing sees him. He turns the last corner and realizes it's all been pointless. The worker robots have cleared a large space around the star-shaped building, and the massive gold robot sits here, revving its engine and taking pot-shots at nearby buildings. It looks bored.

Suddenly something thumps Sonic in the back, pushing him forward into the open area. The gold robot turns at the movement, its guns zeroing in on the target – and it fires all its weapons with deadly accuracy. The bronze robot that bumped into Sonic is reduced to bronze tinfoil in a fraction of a second. The guns swivel towards Sonic. Roll on Sonic's Speed, to beat an 8. If you fail, Sonic loses either his rings (turn to 225) or a life if he has no rings left (turn to 103). If you make the roll, Sonic dashes into the alley just in time. He can throw something to distract the robot (turn to 259) or go back and talk to Boombox (turn to 225).





289

The city walls are made of a gleaming silvery metal. They're not straight, but at a slight angle. Set into them are two huge steel doors. Each door is thirty times the height of Sonic or Tails, and they are firmly shut. Above the doors is a massive sign which announces: 'ROBOTROPOLIS. Abandon hope all ye who enter here, and that goes double for hedgehogs.' There is no obvious way in, but next to the doors is a slot like the ones in the chests of the robots that kidnapped Tails. Sonic and Tails can try to sprint up the city walls (turn to 110), they can try to burrow under the foundations (turn to 39), they can plug a cartridge into the slot beside the door (turn to 126), or they can knock on the doors (turn to 279).

290

The second guardbot explodes into pieces, and the others back off – perhaps to discuss tactics, thinks Tails. He rushes to the side of the pool and helps Joe Sushi and Tux out.

Sonic has been watching all this from the mouth of the tunnel, and he sees that the guardbots aren't moving away from the three animals beside the pool, they're moving between the animals and the tunnel. Tails is busy helping his friends, and hasn't noticed this. It's up to Sonic to save the day, again. If Sonic attacks the bronze guardbots, turn to 127. If he wants to super-sonic spin attack them, trying to blast through the wall of robots, turn to 105. If he wants to sneak up behind one and stick a new cartridge into its slot, turn to 23.

291

Sonic takes a short run-up, leaps out of the lift – and falls. And falls, and falls. A flash of lightning shows him where he is: tumbling down outside the Technobot, towards its giant feet. There's nothing to grab onto and he can't slow his fall until – WHAAM! He lands on the Technobot's foot with such force that he dents its metal surface. Sonic loses all his rings; if he has no rings, he loses a life instead. Whatever happens, turn to section 276.

292

Beyond some tall buildings, Sonic can see the gates to the city. They're still closed, and he still has no idea how to open them. Something catches his eye: sunlight reflecting off a big gold shape, prowling in front of the gates. He tries to see it again, but it has moved behind a building and out of sight. The glimpse he caught was of something pretty unpleasant.

'Sonic,' says Flicky, 'do you recognize that dot on the horizon?'

Sonic stares at the speck in the sky and sees the tubby shape of the Egg-o-matic, with Dr Robotnik at its controls, coming this way. He glances down to the bottom of the crane, to see a pack of silver robots beginning to climb it. Suddenly there is a loud bang and the tower wobbles slightly. One of the robots has exploded! He stares down and sees they all have cartridges marked *Eggs-plode*. The animals' escape route is cut off! Sonic can climb down the tower (turn to 51),

he can tell Flicky to fly off, carrying him and Sally (turn to 157) or he can risk using the gravity-assisted method of rapid ground-arrival – in other words, jump off the crane (turn to 262).

293

Sonic runs up and jumps, not rolling into a ball this time, but reaching out to grab the barrel of the Zap Cannon with both hands. Ow! It's hot, even through his gloves. Sonic hangs on and pulls himself along to where it's cooler. Then he looks back at the Technobot, and gasps. While he's been climbing along the cannon, Robotnik has been flying away, and the Egg-o-matic is now way above the path of the platinum peril. There's no way that Sonic could get back to the Technobot from here and, if he were to fall off, hitting the ground from this height would smash him into a thousand pieces. Above him, the cannon fires off a blast into the dark sky. The barrel begins to get very hot, almost too hot to bear. Robotnik laughs with glee and fires again. The metal is scorching! Sonic must drop off soon. He looks down as the Technobot enters the Green Hill Zone, trampling trees, cliffs, hills and lakes into nothingness. Whatever he does now, it's too late. It's all over for Sonic, and Game Over for you.

294

Sonic reaches in through the spikes and prods the mine with one finger. Roll on Sonic's Agility, to beat a 7. Oh come on, you must have known that was going to happen. Prodding a mine? That's daft! If Sonic makes the roll, the mine spins towards the door, hits

it and explodes. If Sonic fails the roll, there is a huge explosion and he loses either his rings or a life – if it's a life, turn back to **251**. Whether he makes or fails the roll, the blast knocks a hole in the door and Sonic heads through it and on to **131**.

295

If Sonic has chosen the *Pter-egg-dactyl* cartridge, he plugs it into his Game Gear and sees this on the screen:

IF ROBOT = SILVER THEN PROCEED ELSE STOP
SHIELDS + ARMS = WINGS
GO TO SKY

If Sonic has chosen the monitor, he cracks it open – to find a bonus life! Write that down on his *Vital Statistics*. Now turn back to **212** to question Boombox.

296

Sonic has reached the roof of the building. It's almost featureless except for a drainpipe that leads down to the ground, an open trapdoor, and the huge Zap Cannon. It's very impressive and Sonic would like to spend more time admiring it but he's worried by the way it's pointing at him, with its coils glowing, its control lights flashing and a high-pitched whine coming from its auto-targeting control. If Sonic is wearing robot armour, turn to **227**. Otherwise he can attack the cannon before it fires at him (turn to **97**) or decide he's had enough and head for the ground floor (turn to **19**).

297

Sonic cracks open the monitor. Inside are ten gold rings, which he eagerly pockets (write them down). Now turn back to **250** to choose a second item or, if you have two already, turn to **165**.

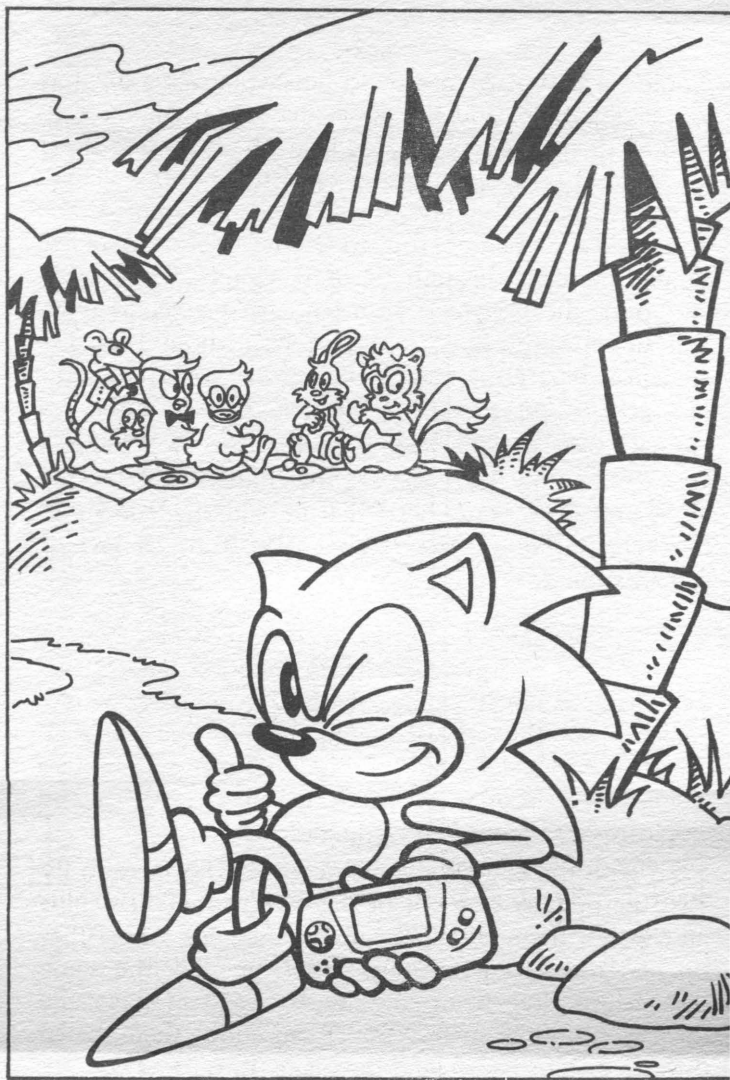
298

The robot takes a wild swing at Sonic, misses completely, loses its balance and falls off the crane. Sonic watches it drop to the ground far below, where it explodes. The tower shakes violently, as if something hit it. Something *did* hit it; Robotnik is hovering below, bashing the tower with the wrecking ball on his Egg-o-matic. Sonic can tell the crane is about to fall over, and if he stays here he'll be squashed under it. Does he jump for the Egg-o-matic (turn to **44**) or towards the ground (turn to **262**)?



299

Even with the plane's sluggish controls, it's easy to fly past the bullets, dive out of the way of the alien ships and watch them disappear in the distance. Sonic flies on and then, as if nothing had happened, the same three ships dive from the clouds ahead in the same formation and open fire. Sonic can shoot them down (turn to **40**), or try to land the plane (turn to **223**).



300

Sonic's friends crowd around him, congratulating him on saving them and the zone. Everyone's there: Tails and all the friends he rescued from the traps and perils of Robotropolis, plus the ones that Robotnik hadn't captured but who would have been trampled and squashed if he hadn't stopped the Technobot. A ray of sunlight breaks through the dark clouds. Sonic looks out over the lake, and sees the chaos emerald floating up into the sky; he'd forgotten about that, but it's probably safest back in its orbital zone. He spots a speck in the sky – it's Robotnik in the remains of his Egg-o-matic, still staggering through the air, belching smoke. It disappears over the horizon, and there is the faint sound of an explosion. Sonic laughs out loud, and then stops as he's struck by a sudden thought.

Half an hour later, everyone in the Green Hill Zone is enjoying an enormous feast, to celebrate Sonic's success. There's much singing, dancing, eating and merry-making, but the seat of honour is empty. There's no sign of Sonic. No sign? From under a nearby tree comes a series of small electronic bleeps, crashes and explosions as Sonic the Hedgehog lies on the ground, playing his Sega Game Gear. He's concentrating very hard. Finally he gives a shout and waves the machine in the air. You can read the message on the screen: 'Congratulations! You have completed *Botman!*'

'Come on, Sonic! Everyone's waiting for you!' shouts Tails.

'All right, I'm coming!' replies the hedgehog. He switches off the Game Gear and gets up, then he notices you watching him.

'No problem, pal – you did a great job,' he says. Sonic smiles, gives you a thumbs-up and speeds off to join the celebration.

Adventure



Gamebook

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